

James O'Donnell

www.jamesodonnell.info

Mailing Address:

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Software Knowledge

- Adobe Photoshop
- Autodesk 3dsmax
- Newtek Lightwave 3D
- Pixologic zBrush
- Lumonix ShaderFX
- Microsoft PIX

Language Knowledge

- HLSL
- Maxscript
- Some C++

Educational Background

- Savannah College of Art and Design - Savannah, Georgia
 - Bachelor of Fine Arts - Interactive Development/Game Design ; Magna Cum Laude

Relevant Experience

2/10 – Current : Environment Artist (Contract), Valkyrie Entertainment

- Manager – Joakim Wejdemar, President, (206) 383 - 6437
- Produced level art content for an unannounced Unreal Engine 3.0 project by Timegate Studios.

10/09 – 11/09 : 3D Graphic Artist (Contract), Bungie

- Manager – Jim McQuillan, Creative Director of Visual Design, (425) 739 - 4969
- Prepared “Halo: Reach” content for use by external partners for toy production.

5/08 – 5/09 : Track Artist (Contract), Turn10 (Microsoft Game Studios)

- Manager – Matt Collins, Environment Art Lead, (425) 722 - 4416
- Worked on “Forza Motorsport 3,” a first-party AAA title for the Xbox 360 platform.
- Created realistic and highly accurate environment art assets for real-world race tracks.
- Developed HLSL shaders for environment art in conjunction with lead artists, including procedurally animated vertex shaders.
- Produced Maxscript tools for artists to help expedite time-consuming tasks.

9/07 – 1/09 : Editor, Gamereplays.org

- Responsible for proof-reading and editing strategy guides and articles for the “Company of Heroes” section of Gamereplays.org.
- Wrote a 3000+ word article with statistical analysis and graphs to prove the existence of a patch error, later confirmed by the developers as an accurate report.

6/05 – 4/08 : Technical Artist, Forgotten Hope 2 mod for Battlefield 2

- Responsible for modeling and texturing work for new meshes in the Battlefield 2 engine.
- Improved stock Battlefield 2 shaders and wrote new effects techniques in HLSL.
- Won fourth place for ModDB's 2007 “Mod of the Year” awards, as well as second place in “Best Unreleased Mod” in both 2005 and 2006.
- Featured in “Games for Windows” magazine (Issue #2, January 2007.)
- Mod team website: <http://www.fhmod.org>