

# Jamie Bowers

*TEXTURE ARTIST*

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## EDUCATION:

University of Colorado at Boulder 1997- 2002: **Bachelor of Fine Arts** with a concentration in Painting  
\*Traditional art background

Vancouver Film School October, 2004 - October, 2005: Computer Animation Diploma

## OBJECTIVE:

To create high quality, high photo realistic texture maps for feature films, commercials, television, and cinematic games using photo real or painterly techniques.

## SKILLS:

I follow art direction down to the pixel, understand the creative flow of each project, and my creative style is very diverse. I am also a very motivated and tenacious employee.

## Software Skills:

Maya  
Photoshop CS3  
Cyclize and Unfold 3d  
XSI/ Softimage  
Cinema4D Bodypaint  
Lightwave  
Zbrush (some)

## EMPLOYMENT:

Texture Artist **DIGITAL DOMAIN**  
December 2008 – July 2009  
- Painting hard surface textures for 2012.  
-UV layout in Maya and Cyslice.

Texture Artist **FRAMESTORE**  
August 2007- September 2008  
- Painted three hero creatures for the British television show, Primeval seasons 2 and 3.  
-Worked on the feature animation, *The Tale of Despereaux* coming out in December 2008.

Lead Texture Artist **DIGI-GUYS**  
May 2007 – August 2007  
-Worked on Wardevil PS3 game using Lightwave's procedural shader builder.

Lead Texture Artist

**SCEA (San Diego)**  
Feb, 2006 – January 2007

-Created high resolution photo real human heads and costumes.  
-Lead a team of 12 artists.  
-Helped troubleshoot for the new pipeline, Temerity.

**Film Titles**

2012  
*The Tale of Despereaux* Feature Animation Fall 2008  
*Primeval 2 and 3* British Television series 2007-2008

**Cinematic Titles**

Wardevil PS3 Game 2015  
Playstation Lair PS3 Trailer 2007  
Playstation Socom PSP Trailer 2006  
Playstation Killzone PSP E3 Trailer 2006

**REFERENCES:**

Paul Fedor *SCEA Texture Supervisor* [checkthegate@msn.com](mailto:checkthegate@msn.com)  
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Daren Horley *Framestore Texture Supervisor* [darenhorley@framestore.com](mailto:darenhorley@framestore.com)  
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