

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:

Skill Name	Skill Level	Experience
Maya	Advanced (UVs)	Since 2005
Photoshop CS3	Advanced	Since 1998
Cyclize and Unfold 3d	Advanced	Since 2005
XSI/ Softimage	Advanced	Since 2005
Cinema4D Bodypaint	Advanced	Since 2007
Lightwave	Intermediate	Since 2007
Zbrush	Some	2005 (one displacement map)

EMPLOYMENT:

Texture Artist **DIGITAL DOMAIN**
December 2008 – Present
- 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
www.paulfedor.com
Daren Horley *Framestore Texture Supervisor* darenhorley@framestore.com
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Matthew Lamb PHD. *VFX Supervisor, Commercial Director* matthew@v3a.com