

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

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

Mudbox(some)
Maya
Photoshop CS5
Cyclize and Unfold 3d
XSI/ Softimage
Cinema4D Bodypaint
Lightwave
Zbrush (some)
Mari

EMPLOYMENT

METHOD

May 2011 – August 2011

DIGITAL DOMAIN

September 2010 – April 2011

SCANLINE VFX

May 2010 – July 2010

ASYLUM VFX

March 2010 – May 2010

PARAMOUNT

September 2009 – March 2010

DIGITAL DOMAIN

December 2008 – July 2009

FRAMESTORE

August 2007- September 2008

DIGI-GUYS

May 2007 – August 2007

SONY PLAYSTATION SCEA

February 2006 – January 2007

FILMOGRAPHY

Transformers 3: The Dark Side of the Moon

Hereafter

Sorcerer's Apprentice

Rango

2012

The Tale of Despereaux

Primeval 2 and 3: British Television

CINEMATICS

Wardevil PS3 Game 2015

Playstation Lair PS3 Trailer 2007

Playstation Socom PSP Trailer 2006

Playstation Killzone PSP E3 Trailer 2006

REFERENCES

Nick Barnes *Digital Domain Texture Lead* nbarnes@d2.com

Daren Horley *Framestore Texture Supervisor* darenhorley@framestore.com
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