

# James R. Deschenes

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## Objective:

To advance and maintain a solid career in the animation industry with a focus on the technical and creative challenges involved with the creation of pipelines, tools, and logistics for the surfacing / lighting / compositing of CG films.

## Work Experience:

- |                   |   |                 |
|-------------------|---|-----------------|
| Jun. 10 - Present | <b>Starz Animation</b><br><i>Stereoscopic Technical Director</i>  | Toronto, Canada |
|                   | <ul style="list-style-type: none"><li>Developed pipeline, tools, and handled support for the the stereographic production of the animated feature film "Gnomeo &amp; Juliet".</li></ul>   |                 |
| May 10 - Jun. 10  | <b>Starz Animation</b><br><i>Lighting Technical Director</i>  | Toronto, Canada |
|                   | <ul style="list-style-type: none"><li>Developed tools, and handled support for the lighting department on the animated feature film "Gnomeo &amp; Juliet" near the end of the production.</li></ul>   |                 |
| Jan. 09 - May 10  | <b>Starz Animation</b><br><i>Surfacing Technical Director</i>   | Toronto, Canada |
|                   | <ul style="list-style-type: none"><li>Developed pipeline, tools, and handled support for the surfacing department on the production of the animated feature film "Gnomeo &amp; Juliet" and TV special "Yes, Virginia".</li></ul>  |                 |
| Jun. 08 - Jan. 09 | <b>Starz Animation</b><br><i>Lighting Technical Director</i>  | Toronto, Canada |
|                   | <ul style="list-style-type: none"><li>Developed tools and handled support for the lighting department during the production of the animated feature films "9" and "Gnomeo &amp; Juliet".</li></ul>  |                 |
| Aug. 06 - Dec. 07 | <b>Halifax Film</b><br><i>Lighting Artist</i>   | Halifax, Canada |
|                   | <ul style="list-style-type: none"><li>Lighting artist on two animated children's television series "Bo on the Go!" and "Animal Mechanicals".</li><li>Lit shots and built light rigs for both characters and sets.</li><li>Maintained automation and propagation scripts for lighting artists.</li></ul> |                 |
| Aug. 06 - Jun. 08 | <b>Cartoon Conrad</b><br><i>Freelance Generalist Artist</i>   | Halifax, Canada |
|                   | Generalist artist on multiple productions involving combinations of traditional animation and compositing.  |                 |

## **Summary of Qualifications:**

- Able to adapt to changing situations and learn quickly and a production-level pace
- Strong troubleshooting and debugging skills.
- Strong in both team and solo environments.
- Self-motivated and able to work with minimal supervision
- Strong communication skills, able to communicate complex ideas and problems
- Strong eye for color and composition.
- Maya, Python, wxPython, MEL, Mental Ray, Fusion, Combustion, After Effects, Photoshop, Mudbox, Flash
- Experienced in both Windows and Linux environments.

## **Education:**

2002 - 2004

**The DaVinci Institute**

Halifax, Canada

- Studied 2D/3D production animation, with an emphasis on 3D.

## **References:**

*References are available upon request*