

# Mandy James

Concept Artist • Graphic Designer • 3D Generalist

**Objective:** Seeking a position where my 2D and/or 3D artistic skills will have valuable application.

## Professional Skills:

- 1 Well rounded skill set involving, both traditional and digital mediums.
- 2 Skilled in traditional and digital design; be it character, prop, graphic element etc... As well as 3D general; primarily but not limited to modeling and texturing.
- 3 Vivid imagination with strong visualization and communication skills.
- 4 Effective in a team environment or working solo. Also capable of organizing.
- 5 Self motivated, positive, and hard working with solid problem solving skills.
- 6 Strong understanding of 3Ds Max and Adobe Photoshop. Plus always eager to learn new techniques and software.

## Education:

- Humber College Toronto, ON  
Post Grad: 3D for Production (Award of Excellence) August 2009
- Humber College Toronto, ON  
Multimedia 3D Animation Program (With Honours) May 2008

Awarded four President's Letter Awards while at Humber.

## Experience:

- 1 3D Artist at Ganz Studios  
2010 - Current
- 2 Graphic Artist at Social Game Universe  
2009 - 2010
- 3 Storyboard Assistant at Toonbox Entertainment  
2009
- 4 Illustrator for Humber's Sweat Magazine and Convergence Magazine  
April 2008
- 5 Editorial Cartoonist for the Humber Et Cetera  
2007 – 2008