

JAMES E. STAPP

 360-810-6011

 jestapp01@gmail.com

PROFESSIONAL SUMMARY

James is hardworking and passionate about modeling and sculpting. He has been fortunate to have worked at a number of Animation Studio as a CG modeler for many productions. He has also collaborated with some of their teams to develop sculptures for Studio Displays, maquettes, production runs of crew gift maquettes and studio Annual Award programs. He is an experienced modeler, Detail-oriented team player, with strong organizational skills. Has the ability to handle multiple projects simultaneously. Has a good understanding of the Animation Pipeline, team dynamics and collaborations with multiple Departments.

He is a senior modeler that loves to sculpt and 3D print sculptures as much as possible. Through out his career he has experience in the modeling department working as a lead, a supervisor, head of Department and the head of studio assets. What ever roll the production needs him at he uses his experiences to help support his team, supervisors and prod management to get the job done at the highest quality possible... in a timely manner.

WORK HISTORY

Senior Modeler , 02/2022 - Current

Dreamworks Feature Animation , Remote (Full Time)

Creating CG character, sets and prop assets for feature animated films "KungFuPanda4", " Wild Robot" - Also created custom Animation assets for "PussNBoots2" and "KungFuPanda4" commercials. Plus, created sculptures for various movie crew gift maquettes and studio annual awards.

Co-Owner/Operator, 01/2001 - Current

AtomicMonkey LLC, Remote

I helped form this company to continue to develop my skills and knowledge of creating and manufacturing toys and collectibles. Creating digital models, 3D prototyping, traditional master prototypes for toys, collectibles, action figures and maquettes used for consumer products, studio gifts and theme parks related to the animation and entertainment industries.

Character Modeling Lead , 02/2021 - 02/2022

WildBrain Animation Studios , Remote (Full Time)

Built characters, sets and props. I was the character lead to help ensure all characters meet the creative vision of directors, creative teams and down stream department requirements.

"Sonic Prime" Netflix

WEBSITES, PORTFOLIOS, PROFILES

- <https://www.jamesstapp.com/>
- www.linkedin.com/in/james-stapp-2424051

SKILLS

- Experienced CG Modeler- Facial Blends, Retopology and UVMapping
- Digital Sculptor-Art and Visdev Modeling
- Traditional Sculpting- clay, wax, molds, resin casting
- Experienced Communicator
- Has Taught at CalArts, Art Institute of Santa Monica, Pasadena Art Center college of design and Gnomon.
- Project Management for creation, development and manufacturing of art maquettes and statues
- Experience at multiple positions : Senior Modeler, Sculptor, Lead Modeler, Department Supervisor, Head of Studio Assets, HOD for Build and Creature Departments
- Other skills include : Maya, ZBrush, Photoshop, Shotgrid, 3DPrinting, sculpting, mold making for maquettes, toys and merchandise

Head of Department -VFX, Modeling and Creature Dep, 06/2019 - 10/2020

DNEG, VFX , Remote Hybrid , Montreal -USA

Oversee all operations within the Build and Creature departments of the Montreal, VFX Studio. Accountable for line management of departments supervision, resource allocations, Recruitment, annual appraisals, training, progression of artists career paths, balancing priorities and needs of all shows and artists. Help lead and support the development of operational efficiencies, help implement and standardize department workflows - credited on "Death on the Nile" , "Fast and Furious 9"

Modeling Supervisor / Head of Studio Assets, 01/2016 - 06/2019

BRON Animation Studios , Vancouver, CAN

Created CG Characters, Sets, Props and Character facial Blendshapes for the movie - Supervised front end asset production to ensure deliverables meet the shows creative aesthetic direction and technical requirements. Also, created show maquettes and large sized models from the CG assets.

Netflix " The Willoughby's " and "Henchmen"

Senior Modeler, 10/2015 - 03/2016

Cinesite Animation Studios , Montreal, CAN And Remote

Netflix- "Gnome Alone" - created character assets of all Gnome and Trog characters with full facial blendshape targets to assist in the development of the studio pipeline.

Returned as an independent contractor to help finish "Addams Family 2" from 10/2020 - 02/2021

CG Modeler/Generalist , 06/2014 - 06/2015

Nickelodeon Animation, Burbank, CA

"Wallykazam" created and finalized sets and props for the animation pipeline

Senior Modeler , 06/2010 - 06/2014

Dreamworks Feature Animation , Glendale, CA

Created character, sets and props for feature animation films : "How to train your Dragon2", "Turbo" and "Puss N Boots" "penguins of madagascar" and "Monkeys of mumbai".

Also, created a number of crew gift sculptures and annual studio awards gifts

Senior Modeler , 04/1996 - 06/2010

Walt Disney Animation Studio , Burbank, CA

created models of characters for Animation, prop elements and environments. Responsible for creating facial blendshapes, PSD's for model shape integrity during animation , master set construction. worked with creating visdev models and digital maquettes. created digital / traditional maquettes for "Chicken Little" and "Meet the Robinsons" movies. worked alongside and help support software Dev to create tools and standardize workflows for our department. helped

with the Disney mentor program. Worked on : "Tangled", "Bolt" "Meet the Robinson's", "Chicken Little", "Disney's Dinosaur" plus worked on special projects for TV , parks and other movies with ImageMovers Digital. "Mickey's Philharmagic", " Kangaroo Jack", "Snow Dogs", Disney's " Christmas Carol " and "Prep and Landing"

Modeler / Sculptor , 04/1994 - 04/1996

Rhythm & Hues , Marina Del Rey, CA

Created models of character and creatures, prop elements for effects and set structures to create environments. I was also responsible for creating sculptures for digitizing on various projects. Worked on: "Babe", "Batman Forever", "Nuttty Professor" video game, ride films, and various commercials.

EDUCATION

Character Animation Program

California Institute of The Arts - Valencia, CA

CAL_ARTS california institute of the Arts (1992-1994) character animation program - while attending school I started sculpting traditional characters for Kroyer Films and started sculpting toys and merchandise for fox (Simpsons) , Disney (pocahantas) and WarnerBrothers (loony tunes) thru "CatPlanet LLC"

US Army

Military US Army - Active duty (1989 -1991) MOS 19E and 19K Heavy Armor Crewman, served with the 2nd Infantry division and the 5th Infantry division. Served in the USArmy national guard (1991-1996) with the 1-185th Infantry Division.