



james@masino.art  
jamesmasino.com  
608.301.6478

## Work Experience

### **The Mill** | 3D Artist Intern - Digital Matte Painter

October 2019 - Present | Manhattan, NY

- Contributing digital matte painting on shots for live-action TV commercials for internationally known brands and TV shows.
- Creating photorealistic work using Photoshop and Maya.

### **Lisa Ring For Congress** | Design Director

February 2018 - November 2018, July 2019 - Present | Savannah, GA

- Remotely overseeing the campaign's media department as part of the executive team.
- Lead an artist team and social media team in creating web and print content.
- Developed and oversaw the art direction for the visual design of the campaign.
- Created graphics for web & print, producer for ads and a motion graphics series.

### **Foxtrot Games** | Illustrator

June 2019 - July 2019 | Dallas, TX

- Collaborated with the lead designer to create an artistic direction.
- Designed a unique 360° illustration for an educational game.

### **Pangea Games** | Illustrator

September 2015 - December 2017 | Chattanooga, TN

- Illustrated 300 cards for the title War Co, including various assets.
- Leveraged iterative speed paint techniques for rapid development.

### **Collins Epic Wargames** | Illustrator

September 2016 - July 2017 | Suffolk, VA

- Developed concepts for environments and story driven narrations.
- Depicted printed 3D model assets in illustrated environments.

## Volunteer Experience

### **The Climate Reality Project** | Mentor, Chair

October 2017 - Present | Washington, D.C.

- Chair of an arts and communications based professional network.
- Mentor to new Climate Reality Leadership Corps members.
- SCAD Chapter President

### **Global Climate Action Summit** | Youth Delegate

September 2018 | San Francisco, CA

- Represented Georgia's congressional district one and The Climate Reality Project.

## Education

### **Savannah College of Art and Design**

Bachelor of Fine Arts | Animation, Film & Television  
Savannah, GA | May 2019

### **Madison Area Technical College**

Associate of Applied Arts | Animation, Concept Art  
Madison, WI | June 2015

## Software

*Photoshop • Illustrator • Maya • Nuke • 3ds Max • After Effects • Premiere • ZBrush • InDesign • AVID Media Composer • Toonboom Storyboard Pro • Adobe XD • CSS • HTML*

## Skills

**Digital Matte Painting:** Photorealistic editing in Photoshop • Use of 3D assets in Maya • Nuke compositing experience • Photorealistic illustration • Photo retouching

**Concept Art + Illustration:** Painting in Photoshop • Speed painting for rapid ideation • Photo bashing • Line art & orthographic turn arounds • Modular assets • Illustration for print

**Animation:** 3D animation and modeling in Maya & 3ds Max • 2D animation in Toonboom • Traditional animation • Character rigging in Maya • ZBrush modeling • Animation in After Effects

**Design:** Illustration & UI graphics • Concept sketches • Mockups in Adobe XD & Illustrator • Animation and motion design in After Effects • Identity program development • Typography • SVG graphics • HTML/CSS experience in web development

**Producing:** Film production • Scheduling and budgeting in Movie Magic • Set management • Fundraising • Art direction • Film editing experience • Live action & 3D animated production experience