



JAMES MASINO

james@masino.art  
jamesmasino.com  
646.389.2752

## Experience

### **Crafty Apes** | CG Generalist & Digital Matte Painter

Oct. 2021 - Present | Manhattan, NY

- Creating matte paintings on live-action shots and sequences.
- Modeling 3D environment and prop assets in Maya.
- Texturing and lighting models used as assets and in DMPs.
- Delivering complex 2D and 3D set extensions that appear in feature film and episodic television.

### **MAUVE** | Co-Founder, Principal Generalist

Oct. 2025 - Present | Brooklyn, NY

- Supervising VFX work for features and short film projects.
- Directing concept art and commercial print media illustrations.
- Acquiring and negotiating art contracts, maintaining schedules, and managing company operations.
- Developing Three.js/React Three Fiber workflows to bring feature film CG work into interactive 3D web experiences.

### **FutureDude Entertainment** | Concept Artist

Oct. 2020 - Oct. 2021 | Remote

- Created concept art work for feature film productions.
- Conceived paintings of environments, characters, and vehicles.
- Depicted painted rendered 3D set assets using Maya lighting and Arnold rendering workflows.
- Established concept art of sequences that will appear in the feature film *Persephone*.

### **Science and Arts Engagement NY** | Front-End Developer

Nov. 2020 - Jan. 2021 | Manhattan, NY

- Built an identity program and mock ups using Photoshop.
- Wrote CSS stylesheets and SVG elements to implement new UX design into an existing product.
- Integrated with a team to deploy the Harlem Gallery of Science's online *Dunk! The Science of Basketball* exhibition.

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

Oct. 2019 - Mar. 2020 | Manhattan, NY

- Produced photorealistic work using Photoshop and Maya.
- Collaborated with teams to solve challenges and critique shots.
- Completed matte paintings on live-action shots for brands, including ads for Heinz, Lincoln, Peloton, Bud Light, Hartford, and Chantix.

### **Lisa Ring For Congress** | Designer

Jul. 2019 - Feb. 2020 | Remote

- Structured the campaign's branding and social media presence.
- Headed the campaign's media department as part of the executive team, working closely with the candidate.

## Software

*Photoshop • Maya • V-Ray • Nuke • Substance Painter • ShotGrid • 3ds Max • Illustrator • After Effects • Premiere • ZBrush • InDesign • AVID Media Composer • Toonboom Storyboard Pro • Adobe XD*

## Skills

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

**3D Modeling:** 3D modeling and animation in Maya • Creating materials in Substance Painter • Lighting and rendering with V-Ray & Arnold • Rigging experience in Maya • ZBrush modeling experience • Animation in After Effects

**Interactive 3D & Web:** Three.js & React Three Fiber (R3F) development • Custom GLSL shaders • React & TypeScript architecture • Vite & PostCSS • Node.js & Vercel workflows • UI/UX mockups • SVG graphics & typography

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

**Producing:** Film production • Pre-Production • Post-Production • Set management • Fundraising • Art direction • Film editing experience • Live action & 3D animated production experience

## Education

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

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

### **Madison Area Technical College**

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



james@masino.art  
jamesmasino.com  
646.389.2752

### **Foxtrot Games | Illustrator**

Jun. 2019 - Jul. 2019 | Remote

- Devised a large environment illustration for a multi-layer game board and expansion box cover.
- Delivered artwork on the Planetary Society endorsed game *The Search for Planet X*, which was 400% funded on Kickstarter.

### **Weird Giraffe Games | Illustrator**

Jul. 2018 - Dec. 2018 | Remote

- Formulated a complete set of card illustrations with a unique painterly style and vivid colors optimized for CMYK printing.
- Fulfilled artwork on *Dreams of Tomorrow*, a project that was 250% funded on Kickstarter.

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

Feb. 2018 - Nov. 2018 | Savannah, GA

- Developed the campaign's brand and overall art direction.
- Pioneered ad content in print media, on billboards, and in live-action film ads.
- Coordinated a design team in creating a motion media ad series.
- Revitalized the campaign website and used analytics to determine ad and fundraising strategy leading up to a primary election win.

### **Pangea Games | Illustrator**

Sep. 2015 - Dec. 2017 | Remote

- Designed the entirety of two projects, including project art ranging from cards of varying sizes, boards, and box covers.
- Leveraged iterative speed paint techniques for rapid ideation.
- Shipped 300 paintings on cards for *War Co*, a 6 deck card game successfully funded on Kickstarter.

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

Sep. 2016 - Jul. 2017 | Remote

- Portrayed narrative art that told the story of the in-game universe.
- Painted base game and expansion pack card sets, box covers, and rule book pages.
- Combined 3D models, used as miniatures, in environments.
- Enhanced artwork on *Polyversal*, a tabletop miniatures game successfully funded on Kickstarter.

## **Short Film Highlights**

### **Accolades**

- Best Short Narrative, *NOVEMBER*, DUMBO Film Festival 2020
- Red Dot: Communication Design Award, *NOVEMBER*, 2019

### **Official Selections**

- DUMBO Film Festival, *NOVEMBER*, 2021
- Film Shortage, *OCTOBER*, 2019
- Outfest Los Angeles, Outfest Fusion, *OCTOBER*, 2018 & 2019
- Massimadi Film Festival, *OCTOBER*, 2019
- Transforming Cinema Film Festival, *OCTOBER*, 2018
- SCAD Savannah Film Festival, *OCTOBER*, 2018
- Bushwick Film Festival, *OCTOBER*, 2018
- Oslo/Fusion International Film Festival, *OCTOBER*, 2018

## **Volunteer Experience**

### **C.R. NYC Metro Chapter | Chapter Co-Chair**

Jan. 2021 - Aug. 2021 | Manhattan, NY

- Chaired Climate Reality's largest national chapter of more than 1,000 members.
- Applied experience in grassroots political campaigns in facilitating robust on the ground action on climate.

### **Goddard Riverside | Outreach Worker**

Nov. 2020 - Sep. 2021 | Manhattan, NY

- Participated in the engagement of NYC's homeless population.
- Canvassed streets and transported vulnerable individuals to area shelters.

### **C.R. NYC Metro Chapter | Leadership Committee**

Jan 2020 - Dec. 2020 | Manhattan, NY

- Served on the leadership committee for Climate Reality's NYC Metro Chapter.
- Informed on climate action and advocated for voter outreach during the 2020 presidential election.

### **United Climate Artists | Co-Chair**

Mar. 2019 - Dec. 2019 | Savannah, GA

- Organized a professional network of climate inspired artists which became Climate Reality's Arts and Communications working group.

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

Oct. 2017 - Mar. 2019 | Savannah, GA

- Trained as a Climate Reality Leader at Climate Reality's 2017 Pittsburgh Training.
- Supported as a Mentor to new members in C.R. Trainings in LA in 2018 and in Atlanta in 2019.
- Climate Reality panelist during Atlanta 2019 Training.
- Campus Corps Chapter Chair for the Savannah College of Art and Design.

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

Sep. 2018 | San Francisco, CA

- Represented Georgia's 1st congressional district and The Climate Reality Project.