

James Lewis

Animation
United Kingdom

View the full portfolio at <http://www.thecreativefinder.com/jamesense>

Professional Experience and Curriculum Vitae

After graduating in 2009 James Lewis has worked for over a year in the animation and visual effects industry. In 2010 he was the sole British animator to be selected for postgraduate study with the Animation Sans Frontières Programme, studying at 4 of the most prestigious Animation Schools in Europe, the Filmakademie, MOME, Animation Workshop Viborg and Gobelins.

Currently James works as a concept artist and character designer for acclaimed animator and author Tony White (From Pencils to Pixels). James attends several film festivals and is currently in production of 2 short animated films intended for the festival circuit.

Primarily James works in Autodesk Maya and Adobe After Effects as well as having a strong working knowledge of other software. Experience in Animating, Modelling, Rigging, Texturing and Lighting has allowed James to competently create projects of his own.

With roots in traditional stop motion animation James also teaches at workshops across the UK in a bid to increase public interest in animated film making. James aspires to work with feature animation studios as an animator or artist and to pursue directing his own personal animation projects.

Previous Clientele

Animator * Motion Graphic Artist at Ice Media
create motion graphics, VFX and storyboards

3D Artist & Animator at RJDM Animations
Animator, 3D Designer, Storyboarder

Awards and Accolades

Please kindly get in touch for more information.

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