James Ring

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EDUCATION

Stevens Institute of Technology
September 2019 - May 2023
Bachelor of Arts in Visual Art and Technology
Summa Cum Laude
GPA: 3.97

AWARDS

Senior Capstone Award Runner Up - Stevens Institute of Technology
April 2023

VA&T Moving Image Award - Stevens Institute of Technology
April 2021

EXPERIENCE

Freelance Motion Designer - Self-Employed - Remote
August 2023 - Present
- Used Houdini, Karma, and Blender to model, rig, and render mechanical drawings for product visualization
- Researched scientific and mathematical concepts and developed implementations of 3D software for use in visualizing and communicating educational material
- Created custom nodes in Houdini using Python
- Developed a method for geometry ray marching using VEX in Houdini
- Developed custom solvers and forces in Houdini for simulating accretion disks and other cosmic gravitational events for science visualizations
- Researched and implemented methods for adapting DICOM images (CT/MRI scans) into 3D models
- Implemented USD workflows with Karma and Renderman within Houdini for product visualizations and motion graphics

Intern - Houdini.School - Remote
June 2023 - August 2023
- Developed Houdini projects to demonstrate techniques presented in past classes
- Applied keen attention to detail in editing and reviewing course recordings in Premiere Pro
- Collaborated with other interns to organize class recordings and data in a shared google drive
- Reviewed previously published classes for accuracy and relevancy of information

Capstone Short Film - Stevens Institute of Technology - Hoboken, NJ
September 2022 - April 2023
- Researched and developed a visual language for blending 2D and 3D animation
- Developed non-photorealistic shaders in Cycles and Redshift
- Developed methods for effective compositing of 2D and 3D elements both in render and in post
- Created and presented storyboard, animatic, and designs
- Digitally modeled, painted, and surfaced nine 3D environments
- Developed a novel method for creating rigged 3D models with Blender's Grease Pencil
- Traditionally animated characters and effects
- Effectively used Blender, Speedtree, Toonboom Harmony, and After Effects
- Installed project for a one-week exhibition at Mana Contemporary in Jersey City

SKILLS

Languages: VEX (C like language used in Houdini), Python, JavaScript (p5.js)

Software: Houdini, Blender, Cinema 4D, Redshift, Renderman, Karma / USD Context, Speed Tree, Marvelous Designer, Substance Painter, After Effects, Adobe Creative Suite, Microsoft Office

Professional: Visual Storytelling, Look Development, Digital Content Creation, Project Management, Interdisciplinary Collaboration, Communication, Adherance to Strict Timelines, Social Media Marketing, Technical Animation, Technical Direction