

JAMES ADKINS

Senior Visual Effects Artist

SOFTWARE KNOWLEDGE

- Houdini
- Autodesk Maya
- Unreal Engine (Cascade & Niagara)
- Adobe Photoshop
- 3ds Max
- Proprietary Game Engines
- Adobe After Effects
- Substance Designer
- Sublime
- Nuke
- SynthEyes

CAREER EXPERIENCE

Sony Playstation - Santa Monica Studio (Los Angeles CA) (September 2020 – Present)
Senior Visual Effects Artist

- **God of War Ragnarök: Valhalla** - Cinematic, hero, combat, systems & environment FX
- **God of War Ragnarök** - Cinematic, hero, global combat & global systems gameplay FX

NetherRealm Studios (Chicago IL) (August 2018 – August 2020)
Visual Effects Artist

- **Mortal Kombat 11: ULTIMATE** - Cinematic, gameplay, feature & user-interface FX
- **Mortal Kombat 11: AFTERMATH** - Cinematic, gameplay & user-interface FX
- **Mortal Kombat 11** - Cinematic, gameplay, feature, user-interface & environment FX

Bioware (Austin TX) (August 2017 – August 2018)
Visual Effects Artist

- **Star Wars: The Old Republic** - Cinematic, gameplay, & environment FX

Mighty Coconut (Austin TX) (August 2016 – May 2017)
Digital Effects Artist

- **Skywatch** - Set Projection, plate tracking & visual effects
- **Kings of Atlantis** - visual effects, technical animation, 3D asset voxelizing
- **The Mountain 2** - visual effects, technical animation & rigging
- **Air War: Utah Beach** - visual effects, technical animation & rigging

EDUCATION

University of Texas at Dallas (September 2013 - August 2016)
Bachelor of Arts & Technology in Computer Animation