

James Hanpadungvongs



Storyboard Artist/Animator

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Experience

CyberConnect2, Animation Dept Lead, Aug 2019-May 2022

Managing Animation Dept at the Montreal satellite studio. Developing character personalities and directing multiple artists to create singular focused character animation while ensuring animation quality bar is achieved. Organizing dept production schedule and communicated with Japanese counterparts to accomplish production goals.

MPC, Sr Animator, Apr 2018-Jan 2019

Sr Animator on Detective Pikachu. Creating believable live-action performances for animated characters. Training and mentoring new animators on pipeline and animation direction.

Method Studios, Animator, Nov 2017-Apr 2018

Animator on Black Panther and Antman and The Wasp. Animated principle characters, creatures, crowds, and machines.

The Third Floor, Shot Creator, Sept 2017-Oct 2017

Created shots and adjusted timing/flow for an action sequence for Tomb Raider (2018).

Self Employed, Animator/Story Artist, Nov 2016-Oct 2017

One year hiatus from full time employment to pursue further personal education and enrichment in the fields of animation, painting, character design, and storyboarding/storytelling. Also freelanced for commercials and indie projects including VR games.

NCSOFT, Sr Animator - Sept 2015-Oct 2016

Built out animation pipeline for mobile development. Collaborated with designers in creating gameplay design mechanics. Implementing animation assets into Unity Mecanim with assistance of TDs. Collaborated with Tech Art team to developing studio-wide tools.

Moonbot Studios, Animator/Artist - May 2015-Aug 2015

Animator on a television pilot where I revised storyboards, translated boards to 3D layouts, and then animated entire sequences. I also rig tested main characters and created animation cycles for background characters.

KIXEYE, Senior Character Animator/Artist - Jan 2013-Mar 2015

WB Games, Cinematics Animator/Artist - Nov 2010-Nov 2011

Sony Pictures Imageworks, Intermediate Animator - Nov 2008-Feb 2010

Education

Academy of Art University, San Francisco, Ca - BFA Traditional Animation, May 2005