

James May
823 Cayo Grande Ct.
Newbury Park, CA 91320
cjc@altyna.com
(818) 455-2409 (cell)
www.fufilms.com

Career Objective: Technical Director in Lighting, FX and Shading, with added interest in R&D, weather & fluid FX.

Emmy Award Winner (Midwest regional daytime) for Season One, "Auto B Good" (lighting)

Emmy Award Nominee (Primetime) for "Life After People" in category "Outstanding Visual FX for a Miniseries, Movie or Special"

Credits/Film

Lighting Technical Director

"Anaconda 3" and "Anaconda 4" (Sony Home Entertainment)

Dilated Pixels Inc. 6121 Sunset Blvd. Suite 103 Hollywood CA

Reference: PJ Foley, VFX Supervisor (323) 466-0930

Lighting Technical Director

"Infestation" (Icon Entertainment/Exoskeleton) 02/08-04/08

Dilated Pixels Inc. 6121 Sunset Blvd. Suite 103 Hollywood CA

Reference: PJ Foley, VFX Supervisor (323) 466-0930

Lighting, Compositing, animation, FX

"Return to House on Haunted Hill" (Warner Brothers) 02/07-05/07

UFO Film Inc. 3400 N. Alameda Burbank CA

Reference: PJ Foley, VFX Supervisor (818) 846-0465

Lighting, Compositing, animation, FX

"Bats II Human Harvest" (Silver Nitrate Pictures) 05/07-09/07

UFO Film Inc. 3400 N. Alameda Burbank CA

Reference: PJ Foley, VFX Supervisor (818) 846-0465

Lighting, Compositing, animation, FX

"Ghost Voyage" (UFO Films Inc.) 05/07-09/07

UFO Film Inc. 3400 N. Alameda Burbank CA

Reference: PJ Foley, VFX Supervisor (818) 846-0465

Lighting, compositing and liquid FX look dev

"Beerfest" (Warner Brothers) uncredited 05/06-08/06

EdenFX 1438 N. Gower St. Building 50 Hollywood CA

Reference: Eric Hance, Artist (323) 993-7051 x8457

Lighting & FX, particle systems, weather FX (rain)

Joss Whedon's **"Serenity"** (Universal Studios) credited as "James Allan May" 12/04 – 04/05

Zoic Studios, 3582 Eastham Dr. Culver City CA

Reference: Kristen Branan, VP of Production (310) 838-0770

Television/direct-to-video:

“**Virtuality**”, pilot (NBC/Universal) currently in progress

“**Caprica**”, pilot (NBC/Universal) currently in progress

Battlestar VFX, NBC/Universal

Lighting, texturing & final/comp

“**Life After People**”, special (History Channel) 09-07-12/07

“**Surface**”, national television series (NBC/Universal), Season One 10/05 – 02/06

“**Invasion**”, national television series (ABC) series finale

“**Lost**”, national television series (ABC) season 2 finale

EdenFX 1438 N. Gower St. Building 50 Hollywood CA

Reference: Samantha Tuinstra, Producer (323) 993-7051 x8457

Lighting/look dev, FX particles, some modelling

“**Auto B Good**”, Emmy-winning all-CGI children's animated series, Season One 04/03 – 01/04

Wet Cement Productions, 5215 Edina Industrial Blvd. Suite 400 Edina MN

Reference: Charles Meyer, former VP of Production (952) 942-1170

Commercials:

Lighting, FX, modelling, animation, particle systems

various TV spots including Jeep, Nationwide Insurance, Mattel and McDonald's 04/04 – 12/04

Sway Studio, 1100 Glendon Avenue 17th Floor Los Angeles CA

Reference: Mark Glaser, owner (310) 844-7000

Games/Interactive:

Lighting, FX, particles, animation, shader networks (Maya 3) modelling, motion capture/rigging, some on-set work

Command & Conquer series: Tiberian Sun, TS:Firestorm, Red Alert 2, Renegade

Dune: Emperor

Nox

Pirates of Skull Cove (PS2) 12/97 – 02/02

Westwood Studios (defunct), formerly a division of Electronic Arts Inc.

Reference: Kevin Quattro, artist (Zoic Studios (310) 838-0770)

Skills and Tools:

3D:

LightWave 9.x – Generalist, proficient in all aspects, with greatest skill in lighting, shading, and particle/dynamic and volumetric FX.

Maya 8.x – Lighting, shading and particles/dynamics.

2D:

AfterEffects 6.x – roto, manual and automatic tracking, general compositing

Combustion 3.x – general compositing

Nuke 2.x – general compositing (node-based)

Digital Fusion 4.x – general compositing

PhotoShop CS/CS2/CS3 – general image editing

Operating systems: Windows 2k, XP and Linux (Ubuntu).

Background:

Education: Bachelor of Science in Electronics Engineering Technology (DeVry Phoenix 1997).

Professional Affiliations: Los Angeles SIGGRAPH, Visual Effects Society (VES), Academy of Television Arts and Sciences

I have been working professionally in CGI since 1994, and have experience dating back to 1989 (on the Amiga). My artistic background is in photography, dating back to 1987 in 35mm film, with a relatively recent switch to digital with a Canon 5D.

In addition to CGI and basic compositing, I am experienced in all stages of production, including on-set lighting, camera, scriptwriting, direction and editing. My programming background includes assembly language and BASIC programming (with four published titles).

I am also a published writer, with articles in LightWave Pro magazine and recently for CGFocus.com.

Additional references available upon request.