

James L. Davidson

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Logan TV 2024 & 2025

Senior Compositor - Top Tech Company's Keynote and Marketing Videos

- CG Integration, 3D tracking, and plate cleanup for the keynote video of a fortune 500's worldwide conference.
- Match-moving, Cleanup, transition, and motion graphics effects for an upcoming Footlocker back to school ad campaign.

Mighty Yeti Studios 2024-2025

VFX Supervising Producer

- Look Dev/Lighting/compositing for upcoming Indie YouTube Series
- Develop, Implement an episodic TV pipeline in the cloud for remote artists around the globe.
- Produce weekly topical educational news, content, monthly episodic content to build the channel

Better Demon, Inc. 2024-2025

Lead VFX/Lighting & Shading Artist - Start up Game Company

- Oversee/Develop VFX, Materials, and Lighting for a game in development
- Develop a painterly style shader for in engine Post Processing
- Drive cinematics and generate demo videos

Disney TV Animation 2017-2024

CG Supervisor - *Monsters at Work*, *Elena of Avalor*, and various other shows

- Lighting/Compositing retakes and promotional materials
- Run daily Asset, Lighting, and FX reviews, working closely with the Art Director on providing feedback
- Develop pipeline tools and workflows for scouting/layout, shot production, reviews, and archiving
- Develop and Master ACES/HDR color workflow for production through IMF delivery with Dolby Vision in Davinci Resolve
- Work with creatives and vendor studios to ensure the episodes are producible and align with creative intent

Bubba's Chop Shop 2017

VFX Supervisor

- On set supervision along with Fx integration for 60 second international commercial
- 3D tracking, compositing, projection, HUD graphics for VR Marketing video

The Third Floor, Fuse FX, Zero VFX, Shade VFX, Encore Visual Effects, The Molecule 2015 - 2017

Senior Compositor - *Godzilla:King of the Monsters*, *Daddy's Home 2*, *Downsizing*, *Mr. Mercedes*, *Flash*, *Supergirl*, and others

- Look Dev, Post-Viz, Compositing, 3D tracking/Matchmoving, Blue/Green screen keying, and set extensions, and DMP for various films, pilots, and primetime TV shows

Toonbox Entertainment 2016

CG Supervisor - *The Nut Job 2*, *The Nut Job 3*

- Evaluate scripts and schedules to ensure producibility
- Develop solutions for technical challenges in upcoming productions and manage complexity
- Align asset review look against shot production work, light and render promotional artwork
- Assit Layout department with Camera Previz

The Mill 2016

Lead Compositor - *State Farm Yin Yang*

Original Force 2015 - 2016

CG Supervisor - *Duck Duck Goose*

- Oversaw Characters from Design and Modeling through Look Dev and Rigging
- Sequence Supervision and previs/lighting/Artist Training

Warner Bros. Animation 2011 - 2015

Executive Director of CG Production - *Beware the Batman*, *Green Latern:The Animated Series*, multiple *LEGO* series

- Look development and generation of Emmy nominated opening titles for "Beware the Batman"
- Work with producers for Look Dev and rigging engineering for new productions
- Oversee and build CG Animation Production division
- Forming relationships/contracts with Vendor Studios
- Schedule/Budget/Bid on existing and upcoming productions
- Evaluate complexity and engineer solutions for story needs that's within budget/pipeline/schedule/Quality level
- Build archiving pipeline from Hardware evaluation to execution

Nickelodeon Animation Studios 2006 - 2011

VFX Supervisor / Head of Research & Development

- Pipeline Setup and development for CG Department and Overseas Studios
- Research and Implement new tools and techniques for new CG shows
- Look development for series and pilots
- Create and directed Fx rigs

Film Credits:

- Daddy's Home 2
- Roman J. Isreal, Esq.
- Downsizing
- Raised By Wolves
- The Nut Job 2 & 3
- Duck Duck Goose
- LEGO® DC Comics Superheroes
 - *"Justice League vs. Bizarro League"*
 - *"Justice League - Attack of the Legion of Doom"*
 - *"Justice League - Cosmic Clash"*
 - *"Gotham City Breakout"*
- LEGO® Scooby Doo
 - *"Haunted Hollywood"*
- Daphy's Rhapsody
- I Tawt I Taw A Putty Tat
- Flash in the Pain
- Godzilla:King of the Monsters
- Money Monster
- The Fallen Ones
- All Souls Day
- Demon Hunter
- The Librarian

Television Credits:

Live Action:

- The Brave
- S.W.A.T.
- American Horror Story
- Criminal Minds
- The Orville
- Mr. Mercedes
- DC's Legends of Tomorrow
- SuperGirl
- The Flash
- Black Lightning
- My Crazy Ex-Girlfriend
- Good Girls
- Riverdale
- MacGyver
- Falling Water
- State Farm "Yin Yang" Commercial

Animation:

- Monsters at Work
- Elena of Avalor
- Fancy Nancy
- Sofia the First
- LEGO® Scooby Doo
 - *"Knight Time Terror"*
- LEGO® DC Comics Superheroes
 - *"Batman Be-Leaguered"*
- Beware The Batman
- Green Lantern: The Animated Series
- The Simpsons
 - *"Mommie Beerest"*
- Robot & Monster: Best Friends Forever
- The Penguins of Madagascar
- Kung Fu Panda: Legends of Awesomeness
- Fanboy & Chum Chum
- Tak and the Power of Juju
- Mickey and the Roadster Racers
- Bubble Guppies
- Weebles
 - *"Weebles: Welcome to Weebleville"*
 - *"Weebles: Sharing in the Fun"*

Education

Gnomon School of Visual Effects | Hollywood, CA

Advanced Studies of 3D animation and Visual Fx in Maya and Shake

Drew University | Madison, NJ

B.A. Physics & Spanish – Graduated Cum Laude with Honors in Physics and Spanish

Software Proficiency

DCC:

Maya, Nuke, Houdini, Blender, zBrush, Unreal 5+, Mari, Substance, 3D Studio Max, Arnold, PhotoRealistic Renderman, Mental Ray, V-Ray, BiFrost, RealFlow, Resolve, Clipster, Adobe Creative Suite, Stitcher, Syntheyes, 3D Equalizer, PF Track, Boujou

Programming Languages:

Python, Mel, tcsh, VEX, C++, C#, IDL

Production:

Shotgun, Filemaker Pro, Excel, MySQL, MongoDB, MS Office