

# James C Ditmer

---

541 E Beck St, Columbus, OH. 43206  
(937)387-8733: james@jamescditmer.com

## OBJECTIVE

- To collaborate with an innovative team of artists, creating fun and visually appealing work

## RELEVANT SKILLS/SOFTWARE

- Proficient with Illustrator, Photoshop, After Effects, Premiere, Maya, and Flash
- Knowledgeable in web design, page layout, and logo design
- Experienced in video editing and compositing
- Strong understanding of animation principles, character rigging, and 3D modeling
- Dedicated, trustworthy professional with strong interpersonal skills

## WORK EXPERIENCE

### Super Cool Sites

- *Designer*
  - Designed layout for web pages
  - Modeled 3D objects and room for use on the web
  - Devised the design and layout for t-shirt

Columbus, OH  
February 2010 - April 2010

### Dream Machine Studios

- *Animator*
  - Animated cycles for upcoming iPod game, Air Guitar God
  - Planned character acting and animated for game cinematic trailer
  - Sculpted blend-shapes for facial animation
  - Rigged characters using custom MEL scripts

Los Angeles, CA  
January 2009 - April 2010

### New Fuel Studios/Imagitorium

- *Animator*
  - Developed movement for inanimate objects and organic characters
  - Setup cameras and staging in 3D space for use in 3D animatic
  - Created logo animation

Columbus, OH  
October 2008 - January 2009

### M/I Homes

- *Help Desk Analyst*
  - Designed public website buttons
  - Helped internal employees with computer hardware and software use
  - Troubleshoot software and hardware issues

Columbus, OH  
August 2007 – February 2010

## EDUCATION

- **AnimationMentor.com** June 2009  
*Certificate in Advanced Character Animation*  
Studies included the mechanics of animation, acting, staging, and story-telling.  
Mentored by industry animators including:
  - T. Dan Hofstedt – Disney Animation Studios · Ryan Donaghue – Rhythm & Hues
  - Mike Walling – Blue Sky Studios · David Gallagher – Blue Sky Studios
  - Kenny Roy – Arconyx Animation Studios

- **Bowling Green State University**, Bowling Green, OH May 2006  
*Bachelor of Fine Art* in Digital Arts, Cum Laude  
Coursework covered aspects of traditional fine art, and digital art including game development and collaborative character animation.