JASON THOMAS CAMPBELL

Animation | Motion Graphics | Editing | Design

For over thirty years I have sought out opportunities to bring stories to life. Animation of creatures and characters in VFX, previz, motion graphics, and video editing. I've made food do unspeakable things, Trollhunters fight evil in the shadows, and helped Thanos trigger The Infinity War. We can't all be perfect.

I've led the design of posters and websites for Universal, Warner Brothers, Sony, Paramount Classics, Lions Gate, and others.

I served as Art Director for the commerce division of AOL.com leading the visual design for multiple information channels, and as a User Experience Evangelist for Microsoft speaking and consulting on UX/UI design to partner organizations and to the design and development community at large.

Software
Maya, Blender, ZBrush, After Effects, Photoshop, The Full Adobe Suite, Resolve, Nuke, Unreal

Skills
Lead Animator, shot review, Creative Director, Art Director, hiring, team management, UX/UI Design, public speaking, client relations, individual contributor

Experience

Animation / Motion Graphics / Video Editing, Freelance, Remote
Jan 2024–Present

Editing/Color Correction/Title design of short films using DaVinci Resolve.
Motion graphics for Documentary Purple Mountains for the Liars and Thieves production company.
Motiong Graphics for Google Hub internal buying application.
Shoot, edit, motion graphics for social media advertising McLendon Photography.
Modeling, rigging, animation and effects using Blender for YouTube Shorts Zack D. Films combined 59 Million views.

Lead Animator, Spacez, Remote
MAR 2023–DEC 2023

Led the animation for unannounced video game title launch trailer.
Animation of camera, vehicles and characters.
Setup HIK for motion capture ingest and transfer to animation rigs in Maya.
Cleanup and enhanced motion capture data.

Sr. / Lead Animator, FuseFX, Los Angeles
SEP 2021 – MAR 2023

Animation of creatures, characters, and vehicles for live action film and television visual effects and theme park attractions.
Created pre-visualization animation of cameras and staging for multiple projects.
Led a team of animators for the realization of the Reindeer for Disney's The Santa Clauses. Creating running and flight cycle libraries for each reindeer in the group.
Projects include Knock at the Cabin Door, The Orville, The Santa Clauses, 911 Lone Star, The Shinning Vale, After Party, and Loki.
Translated the company rebrand into an animated 3D bumper using MASH networks in Maya.

Sr. Animator, Encore, Los Angeles
FEB 2021 – JUN 2021

Animation of creatures, characters, and vehicles for live action film and television visual effects.
Projects include Supergirl, The Flash, Doom Patrol.

Pre-Visualization Lead / Sr. Finals Animator, Nexodus, Remote
AUG 2020 –DEC 2020

Led a team of animators in the pre-visualization of the ARK II cinematic launch trailer made using Unreal Engine.
Remotely oversaw the capture of motion capture performance artists for the shots.
Finals animation of characters and creatures.
Cleanup and enhanced motion capture.

Animator / Shot Creator, Day For Nite, Los Angeles
MAR 2020-MAY 2020

Animation of cameras and characters in Maya for the pre-visualization of the live action film Black Adam using the Unreal Engine.

Shot Creator, The Third Floor, Los Angeles
AUG 2019 – FEB 2020

Animation of cameras and characters in Maya for the pre-visualization of the live action films Dr. Strange and the Multiverse of Madness, and Red Notice.

Animator, Moondog Animation, Charleston
NOV 2018 – JUL 2019

Animation in Maya of the Apollo rocket assembly and launch as an installation for the NASA visitor center in Florida celebrating the anniversary of the launch of the lunar missions.

Animator, Rainmaker, Vancouver BC Canada
APR 2018 – NOV 2018
Character animation in Maya for the Barbie video series.

Animator, Digital Domain, Vancouver BC Canada
AUG 2017 – MAR 2018

Animation of Thanos and editing of mocap for him and his army for the live action Marvel film Infinity War
Animation of vehicles for the live action Marvel film Thor: Ragnarok
Animation of props and digital doubles for the live action film Shadow by Zhang Yimou

Additional Experience

User Experience Evangelist, Microsoft, Remote
NOV 2008 - MAR 2011

Staffed consultant for the West Region Partner team of Microsoft's Developer & Platform Evangelist group.
Specializing in RIA, Mobile UX and UI design. Engaging partner agencies and enterprise application developers on UX strategy.
Public speaker for Microsoft on the subject of User Experience both at live events and online.

Art Director, AOL, Dulles
APR 2007 - NOV 2008

I joined AOL in a rather tumultuous time in its history, there were a great many challenges to success outside the day to day operation of a design team with four verticals of business to manage.
The commerce division team I was responsible for providing art direction for managed the look, design and promotional art within the channels of Shopping, Mobile, Careers, and Personals.
Creating individualized art around the specific services, as well as individualized campaigns tied to national events and holidays, there was always a constant evolution of look and design strategies. Experimentation with UX and UI design, including A/B testing, site redesign and restructuring.
Hiring, management, design and programming.

Animator / Videographer / Editor / Motion Graphics, Blue Cross Blue Shield North Carolina, Chapel Hill
JAN 2006 - APR 2007

Working with the internal marketing department, documenting company events, conceiving statewide promotions such as the 2007 Flu shot campaign with Hurricanes Goalie Cam Ward.
Responsible for shooting HD using Sony XDCAM, editing with Final Cut Studio, motion graphics and interactive design for both internal and external presentations and/or media.

Online Creative Director, Evocentrix, Los Angeles
MAY 2000 - JUN 2004

For over four years I led a group of talented artists as we designed and developed branding, online and print marketing materials for feature films, and corporations in Los Angeles.
The studios we served included Universal, Paramount, Lions Gate and more. Branding films such as 2Fast 2Furious, and Frailty as well as the design of one sheet posters.
We served as the agency of record for the independent arm of Paramount, Paramount Classics creating marketing for acquired films with very little generated support material, necessitating a broad creative approach to interpreting the material and in some cases generating marketing materials from scratch via illustration, and animation.
My responsibilities apart from creative direction included hiring, team management, design, video editing, animation, programming of HTML, CSS, and actionscript.

Education

The North Carolina School of Communication Arts, Raleigh
1993
Graduate in Computer Art & Animation

iAnimate, Online
2012
Character Animation

Animation Mentor, Online
2013
Creature Animation

Animation Mentor, Online
2023
Game Animation

AnimSchool, Online
2023
Character Artist

Demo Reels / Examples

http://www.jasoncampbell.com
http://www.vimeo.com/jasoncampbell

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