

# Jim May

VFX Artist - FX, Lighting and Shading

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## Overview

I am a Los Angeles-based, Emmy-nominated visual effects artist with over 25 years of experience creating content for television, film, commercials, animation and interactive/games/VR titles.

## Specialties

Expertise in visual effects for fluid dynamics – water, pyro, smoke  
Rigid body dynamics  
Materials/shading, with emphasis on proceduralism  
Look development  
Technical communications (e.g. with software/pipeline developers)

## Experience (by media type)

### Credits (TV)

**“The Stranded” pilot (2019)**, Netflix  
Debris/silt simulation

**“The Sandman” (2017)**, Syfy  
Creature sand/dust particles/volumetrics FX

**“The Orville” pilot (2017)**, Fox  
Procedural debris/FX, lighting

**“Star Trek: Discovery” (2017)**, CBS All Access  
Pyro/rigidbody FX

**“Defiance” (2015)**, season 3 finale (NBC/Universal)  
Pyro VFX, set lighting

**“Virtuality” (2009)**, pilot (NBC/Universal)  
CGI Environments

**“Caprica” (2009)**, pilot (NBC/Universal)  
Pyro VFX

**“Battlestar Galactica” (2009)**, series finale (NBC/Universal)  
Pyro VFX

**“Battlestar Galactica: The Plan” (2009)**, (NBC/Universal)  
Pyro VFX

**“Life After People” (2007)**, special (History Channel)  
Lighting, texturing, comp & shot finaling

**“Surface” (2006)**, series (NBC/Universal)  
Fluid/weather FX and lighting, compositing and shot finaling

**“Invasion” (2006)**, series (ABC)  
Fluid/weather FX and lighting, compositing

**“Lost” (2006)** season 2 finale (ABC)  
Water/ocean FX and compositing

**“Auto B Good” (2003)** season 1 (direct-to-video animation)  
Lighting, shot finaling, FX and pipeline development.

## Commercial Work

**Sway Studio** (Los Angeles)  
various TV spots including Jeep, Nationwide Insurance, Mattel and McDonald's 04/04 – 12/04  
3D Generalist (lighting, FX, modeling, animation, particle systems)

**Inhance Digital**, 8057 Beverly Blvd. Suite 200, Los Angeles CA 90048 04/13-10/19  
Commercial videos for Bell Helicopter, Otis Elevator, various clients  
Generalist (lighting, modeling, texturing, animation, shot finaling+comp)

## Games/Interactive and VR

**Inhance Digital**, 8057 Beverly Blvd. Suite 200, Los Angeles CA 90048 04/13-10/19  
Prerendered stereo 360 VR videos for Shell Oil, Schneider Electric, Raytheon  
Generalist (lighting, modeling, texturing, animation, shot finaling+comp), stereo VR/dome conversions

**Petroglyph Games** (Las Vegas) 06/09-11/11  
**End of Nations** (unreleased)  
In-engine particle systems and FX.

**Westwood Studios** (Las Vegas) 12/97-02/02  
Six shipped titles including **Command & Conquer: Tiberian Sun**  
Generalist (lighting, modeling, texturing, animation, shot finaling+comp)

## Tools

3D  
**Lightwave 3D 2019**, **Houdini 18.0**, Autodesk Maya 2012, Autodesk 3D Studio Max 2016, Cinema4D R14

Unreal Engine 4 (realtime)

**2D/Comp**  
**Adobe CC Suite (AfterEffects, Photoshop)**  
**Digital Fusion**

## Awards/Nominations

**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” (VFX, Compositing) 2008

**Visual Effects Society Nominee** for **“Infestation”**, in category “Outstanding Visual Effects in a Broadcast Miniseries, Movie or a Special” (Technical Direction, Lighting, Texturing and VFX) 2009

## Background:

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

Professional Affiliations: Los Angeles SIGGRAPH, Visual Effects Society (VES)

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, switching to full-frame digital in 2005.

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 (1996) and for CGFocus.com (2005).