

EDUCATION

Savannah College of Art and Design

Master's in Visual Effects

Graduated: May 2025

The Art Institute of Pittsburgh

Bachelor of Science in Visual Effects &

Motion Graphics Graduated: March 2015

SKILLS

Technical Skills

- Unreal Engine (Blueprint, SDK, API integration)
- Adobe Creative Suite (After Effects, Premiere Pro, Photoshop, Illustrator)
- VFX Production Pipeline (on-set supervision, plate photography, post-production)
- Motion Graphics & Animation
- 3D Modeling & Texturing
- Video Editing & Color Grading
- MetaHuman Implementation
- SQL & Database Management
- Active Directory Administration
- IT Support & Troubleshooting

JAMES DENSON JR.

Creative & IT Support Professional

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PROFESSIONAL EXPERIENCE

Tutor

Savannah College of Art and Design

July 2024 - Present · 11 months

- ◆ Provided one-on-one tutoring support to students in visual effects and motion graphics courses
- ◆ Assisted students with technical software skills and creative problem-solving
- ◆ Facilitated learning in Unreal Engine, Adobe Creative Suite, and 3D modeling software
- ◆ Helped students develop professional portfolios and industry-ready skills

Game Development Intern

6000 Media Group - Remote

June 2024 – August 2024

- ◆ Designed and developed an AI-powered educational video game using Unreal Engine, aimed at teaching core academic subjects through interactive gameplay
- ◆ Utilized Unreal Engine SDK and API to build custom gameplay logic, UI components, and avatar interactions
- ◆ Implemented a MetaHuman-driven AI tutor to guide players through learning modules and quizzes
- ◆ Collaborated cross-functionally on game mechanics, UX, and educational content alignment

On-Set VFX Supervisor

Fated Deal with the Mafia King (TV Miniseries)

2024

- ◆ Oversaw all visual effects-related elements during principal photography, ensuring consistency across practical and digital assets
- ◆ Coordinated with VFX artists and post supervisors to ensure alignment with shot requirements
- ◆ Managed on-set VFX notes, continuity, and real-time problem solving for technical and creative issues
- ◆ Maintained clear communication between production and post teams regarding VFX shot expectations and feasibility

## **On-Set VFX Supervisor**

### ***This Luna Is a Witch (TV Miniseries)***

2024

- ◆ Collaborated with the director, DP, and production team to plan and capture VFX-friendly shots
- ◆ Supervised greenscreen/blue screen setups, tracking marker placement, and lighting continuity for seamless post-production integration
- ◆ Captured HDRIs, camera/lens data, and reference imagery for 3D/CGI workflows
- ◆ Ensured proper plate photography, eyelines, and onset data logging for efficient VFX handoff

## **Freelance Motion Graphics Artist and Video Production**

2020 – Present

- ◆ Designed motion graphics and visual assets for clients across news, entertainment, and commercial industries
- ◆ Directed music videos for various artists
- ◆ Created compelling visual narratives that elevated brand messaging and artist vision
- ◆ Managed end-to-end production workflows from concept development to final delivery

## **Tech Support Tier 2**

### ***Intermedix***

July 2017 - February 2020

- ◆ Provided Active Directory support and performed SQL data manipulation for enterprise systems
- ◆ Delivered responsive technical support for internal and external stakeholders
- ◆ Resolved complex technical issues via email and phone support
- ◆ Documented solutions and contributed to knowledge base development

## **Technical Support Specialist**

### ***Apple Care***

September 2014 - August 2016

- ◆ Troubleshoot iOS devices and Apple computers as part of the CPU team
- ◆ Resolved customer issues through clear technical communication
- ◆ Maintained high customer satisfaction ratings
- ◆ Participated in ongoing product training to stay current with Apple ecosystem