

James Bourne

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Summary

James Bourne is a storyboard artist with both feet in animation and live action film. His first principle in storyboarding is to always let the visuals do the talking, through strong compositions, smooth character acting, and sense of depth and perspective. With experience in different mediums, he is able to think outside the box whenever he drafts boards for television or feature film. Thick-skinned and always determined, he always aims to complete everything on time, if not earlier.

EXPERIENCE

Icon Creative Studio, Vancouver, BC, Canada Storyboard Artist

August 2020 - PRESENT

Freelance, Vancouver, BC, Canada Storyboard Artist

April 2019- August 2020

- Storyboarded shorts for Lego Star Wars on tight deadline
- Established cinematography for live action commercials
- Under tight deadline, drafted and revised two episodes for mini-series Mistfall ready for editing team

***The Abandoned Block*, Vancouver, BC, Canada** Director, Storyboard Artist

April 2019 - May 2020

- Directed and supervised animated short for film festivals
- Storyboarded animatic, animated shots, drafted layout, designed backgrounds and characters, and edited entire short
- Assembled team and raised finances to create animated short

Bardel Entertainment, Vancouver, BC, Canada RBUK Storyboard Artist

December 2017 - April 2019

- Clarified and refined story points from the script visually
- Restructured broken story points in the screenplay and revitalized gags
- Negotiated and pitched important story points and gags with supervisor and directors

SKILLS

Expert in Adobe Photoshop, Procreate, Autodesk Sketchbook, and Storyboard Pro

Proficient in Adobe Flash, Premier, and After Effects

Experienced with character animation

Punctual delivery

Team Collaborator

WildBrain, Vancouver, BC, Canada
***Polly Pocket* Storyboard Artist**

March 2017 - December 2017

- Storyboarded a full season of *Polly Pocket* as part of a 2 person team
- Analyzed script for best ways to tell the story in the most interesting way visually
- Storyboarded and revised episodes based on direction of supervisors

Icon Creative Studios, Vancouver, BC, Canada
***Super Monsters* Storyboard Artist**

September 2016 - March 2017

- Collaborated with fellow storyboard artists to ensure consistency with each episode
- Revised sequences and episodes, and provided own unique ideas for each episode
- Polished gags and drawings to the liking of directors and supervisors

Bardel Entertainment Vancouver, BC, Canada
DC Superhero Girls/ Puss in Boots/ Veggie tales in the City
Storyboard Artist/ Revisionist

September 2015 - September 2016

- Drafted scenes on Toon Boom Storyboard Pro and Photoshop
- Revised sequences and even whole episodes of *DC Superhero Girls* and *Puss in Boots*

Freelance, Vancouver, BC, Canada
Storyboard Artist

July 2014 - September 2015

- Remotely drafted story sequences for *Transformers Rescue Bots*
- Upped the hilarity of all scenes
- Delivered all scenes on time with minimal revision notes

Moonbot Studios, Shreveport, Louisiana
Storyboard Artist

March 2014 - July 2014

- Boarded directly under Academy Award-Winning directors William Joyce and Brandon Oldenburg
- Single-handedly drafted panels for commercial for Michelin and pitch for feature film
- Brainstormed gags through visual interpretation of script

Blue Sky Studios, White Plains, Connecticut
Story Colorist

January 2012 - March 2012

- Lead team of three other board artists to color boards for preview screening of *Ice Age: Continental Drift*
- Delivered all materials ontime
- Efforts lead to project being under budget

EDUCATION

Brigham Young University, *BFA Visual Arts Animation*

January 2007 - December 2011

Academy of Art University, *2D Animation MFA Candidate*

January 2013 - June 2015; September 2020-