

James W. Stewart

Illustrator | Animator | Model Maker | Set Designer

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Summary

Creative animator and set designer specializing in stop-motion, puppet fabrication, and illustration. Experienced in building sets, designing characters, and editing video projects from concept to final delivery. Skilled in both traditional techniques and digital tools, with a strong focus on efficiency, detail, and storytelling.

Experience

Studio X — Set Designer

February 2025 – May 2025

- Designed and fabricated two sets for the short film Golden Calf, collaborating with director and production team.
- Built three character puppets for use in animation, display, and destruction sequences.
- Applied fast and precise model-making techniques under tight project deadlines.

The Interactive Broadcasting Company — Video Editor

November 2023 – April 2024

- Edited a tribute music video Little Baby Jesus for Stan Lee's Hands of Respect initiative.
- Synchronized original artwork and soundtrack into a polished final production.
- Enhanced visual flow through timing, transitions, and creative sequencing.

Projects

Golden Calf (Stop-Motion Short Film)

- Constructed multiple miniature sets and hand-crafted character puppets.
- Contributed to both on-screen and display versions of figures.

Little Baby Jesus (Christmas Tribute Video)

- Produced a music video tribute combining original illustrations and a composed song.
- Responsible for video editing and visual storytelling.

Education

Academy of Art University, San Francisco, CA

BFA, Visual Arts — Emphasis in 2D Animation & Stop Motion

Graduated: May 2025

Skills

- Illustration
- Stop-Motion Animation
- Puppet Fabrication
- Set Design & Model Making
- 2D Animation
- Video Editing

Software & Tools

- Krita (Illustration, 2D Animation)
- Dragonframe (Stop-Motion)
- DaVinci Resolve (Video & Audio Editing)