James Coddington

Senior Technical Artist III

Unity · After Effects · Photoshop · Maya / Blender · Flow · Claude Code + MCP

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Hands-on technical artist with 17+ years of shipped games, prototypes and visualizations. I build with Claude Code and MCP wired into Unity, After Effects, Maya and Blender, so one artist-technologist moves at the speed of a small team and keeps everyone smiling.

EXPERIENCE

Ainsworth Game Technology May 2025 – Nov 2026

Senior Technical Artist III

Built casino game VFX in Unity from After Effects, Photoshop and Google Flow comps, pairing my technical art expertise with Claude to build complex, very high quality animation controllers, shaders, prefabs and real-time particle systems with richer detail and more layers in a fraction of the time.

Valiant Games May 2024 – Present

Senior Technical Artist (Contract)

Hands-on technical artist on a mobile 3D puzzle game: Unity integration, VFX and pipeline, bridging art and engineering.

Created UI/UX concepts, layouts, sizzle reels and background music.

datacraft technologies Sep 2023 – Present

Founder

Built end-to-end gaming solutions in C#, Unity and Adobe tools, plus AR/VR and digital-twin experiences for enterprise clients.

Hashbang, Inc. Apr 2022 – Mar 2023

Technical Art Lead

Hands-on technical and 3D artist on AAA console/PC and Web3 projects: cinematics, animation, environments and VFX.

Scientific Games Jan 2019 – Jan 2022

Senior Game and Technical Artist

Created VFX, 3D/CGI and 2D animation for premium games shipped on proprietary hardware.

Built a task-tracking system that scaled across the art department and saved the company millions.

Earlier

Microsoft Designer II (2015–2018): first-to-market HoloLens pilots and CGI prototypes for C-suite and US DoD. Cloudesign Art and Technical Lead (2008–2015): Lockheed Martin, DARPA, NASA JPL, Toyota. Eqogo Lead 3D Artist (2017–2019).

17+ years shipping games and prototypes

2 Microsoft hackathon awards

1 Microsoft design patent

TOOLKIT

Unity (C#) · Unreal
After Effects · Photoshop
Maya · Blender
Real-time VFX · Git
Claude Code · Cowork · MCP
Google Flow

CREDENTIALS

Microsoft Design Patent #260824 (AR navigation)
Microsoft Hackathon awards, 2017
AWS Solutions Architect
BA Art Technology and Fine Arts, School of the Art Institute of Chicago

> *"An inexhaustible font of creative energy and productive output."*
>
> Ryan R. Bond, Senior Producer