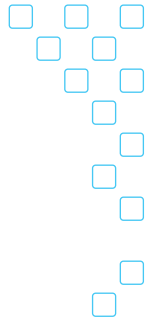


# Joseph Grossmann



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<http://www.acuppajoe.com>



## Experience

- **Higher Education Television, Freelance Graphics Professional; St. Louis, MO - October 2009 - Current.**  
  
Working with a variety of producers, I create 2-D and 3-D graphics for an array of shows. “Innovations” and “I Love Jazz” to name a few.
- **Neo Sustainability, Graphic Designer; Phoenix, AZ - May 2009.**  
  
Logo and website design for non-profit group.
- **Meteor Games LLC., Character Artist; West Hollywood, CA - November 2007 - November 2008.**  
  
Character / creature modeling and texturing for the MMO “Twin Skies.”
- **Universal Studios - Orlando, 3D Modeler; Los Angeles, CA - August 2008.**  
  
Modeled suspension bridge for use in the Harry Potter ride for Universal Orlando Theme Park.
- **Jell Creative, 3D Freelance; Chicago, Illinois - November 2007.**  
  
Modeled and rendered Earth image for use as the cover image of the article entitled, “Where the Wild Ones Are” in the *10th Anniversary Edition of Chicago Wilderness Magazine*.

- **Arizona State University, Specialized Instructor; Tempe, AZ - Summer 2007.**  
  
Taught class of 20 students. Created Lesson Plans. Topics included in lesson plans: 3D Studio Max - modeling, texturing, rigging, skinning, and animation. Conceptualizing ideas utilizing Adobe Photoshop software and creating an art pipeline for Unreal Engine 2.

## Summary of Achievements

- Created graphic design projects for multiple clients.
- Planned, directed, and managed designated projects.
- Ensured that objectives were accomplished in accordance with team objectives and standards.
- Analyzed department pipeline to discover more efficient ways to utilize resources.
- Coordinated the successful simultaneous development of several projects.
- Delegated responsibilities and designed time schedules.
- Prepared and performed team quality reviews.
- Successfully worked with freelance artists to obtain in-house goals.
- Maintained civilized inter-departmental relations, even under periods of tight deadlines and high stress.

## Education

- **Savannah College of Art and Design - B.F.A Interactive Design / Game Development, Minor Visual Effects, Savannah, Georgia, cum laude 2007.**
- **CG Society Workshop - Lighting and Rendering in Maya with Jeremy Birn - May 2009 - June 2009.**

## Software Skills

- Autodesk Maya.
- Autodesk 3D Studio Max.
- ZBrush.
- Bigworld Engine.
- Unreal Engine.
- Swarmada Engine.
- Pixar’s Renderman.
- JIRA - Production Management Software.
- Adobe Photoshop, Illustrator, Dreamweaver, Flash, InDesign, After Effects.
- Microsoft Word, Excel, Powerpoint.

## Reference

- For references, please view my LinkedIn profile:

<http://www.linkedin.com/in/joegrossmann>