

JOSEPH P GROSSMANN

3D - Generalist

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http://www.acuppajoe.com

APPLICABLE SKILLS

3D Modeling
Texture Painting
Shader Creation
Lighting
3D Layout
Rendering
Camera Tracking
Rotoscoping
Matchmoving

EXPERIENCE

East Side Effects, 3D Generalist;
New York, NY - Oct - Nov 2017.

Modeled, textured, lighted, and rendered for film project.

Alkemy X, 3D Generalist;
New York, NY - Feb - Apr & June - Oct 2017.

Upcoming pilots along with current shows and an indie film. Lighting, Modeling, Tracking, Shading, Mental Ray, V-Ray, Camera and Object Animation.

Gentleman Scholar, Lighter;
New York, NY - Oct - Nov 2016.

Multiple holiday spots for major client.

Quietman, 3D Generalist;
New York, NY - Aug 2016.

Lighting, rendering, & pre-comp for holiday spots for major client.

BBH New York, 3D Generalist;
New York, NY - Aug 2016.

Product endtag - Modeling, lighting, texturing, and rendering.

Method Studios, Modeler;
New York, NY - June & Aug 2016.

Modeled character assets for undisclosed project. - Modeled Building assets for undisclosed film project.

HUGE Inc., 3D Generalist;
New York, NY - June 2016.

Modeling, camera animation, and rendering for two pitches.

Gentleman Scholar, 3D Generalist;
New York, NY - June 2016.

Modeling, lighting, rendering, and look development for undisclosed project.

Wolf & Crow, 3D Artist;
Los Angeles, CA - Sept 2012 - Feb 2016.

Worked on a variety of projects and

pitches including Love in the Time of Advertising short film, Splinter Cell: Blacklist, Plants Vs Zombies 2 commercial, and ESPN, and Google spots.

Obsolete Robot, 3D Artist;
Los Angeles, CA - Sept 2011 - Aug 2012.

Worked on a variety of projects and pitches including Love in the Time of Advertising short film, Apple/Beatles iTunes spot, Simple Skincare print ads, and Marvel Avengers: cinematics.

Higher Education Television, Freelance Graphics Professional;
St. Louis, MO - Nov 2009 - Dec 2010.

Created 2-D and 3-D graphics for an array of shows. "Innovations" and "I Love Jazz" to name a few.

Meteor Games LLC., Lead Character Artist;
West Hollywood, CA - Nov 2007 - Nov 2008.

Character / creature modeling and texturing for the MMO "Twin Skies."

Universal Studios - Orlando, 3D Modeler;
Los Angeles, CA - Aug 2008.

Modeled suspension bridge for use in the Harry Potter ride for Universal Orlando Theme Park.

Arizona State University, Specialized Instructor;
Tempe, AZ - Summer 2007.

Taught class of 20 students.
Created 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.

SOFTWARE SKILLS

- Autodesk Maya & Mudbox
- Renderers: V-Ray-Arnold-Mental Ray
- Adobe Suite
- Foundry's Nuke/Mari
- SynthEyes

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.

SUMMARY OF ACHIEVEMENTS

- 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.

REFERENCE

For references, please view my LinkedIn profile:
linkedin.com/in/joegrossmann