

# JOSEPH P GROSSMANN

3D - Generalist

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## APPLICABLE SKILLS

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

## EXPERIENCE

**DCOY Studios, Lead CGI Artist;**  
**New York, NY - Jan/Feb 2018 - Current.**

Managing Maya side of product rendering and other ventures for major client.

**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."

**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](http://linkedin.com/in/joegrossmann)