

JOSEPH P GROSSMANN

3D - Generalist

acuppajoe@gmail.com
http://www.acuppajoe.com

APPLICABLE SKILLS

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

EXPERIENCE

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, VRay, 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.

Jell Creative, 3D Freelance;
Chicago, Illinois - November 2007.

Modeled and rendered Earth image for 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: 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: VRay-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