

Joshua Brown

3D ANIMATOR

Profile

Dynamic 3D Animator with over four years of diverse experience in Animation, specializing in creating immersive animations for TV and Games. Proficient in 3D Animation, and motion capture editing. Passionate about combining technical skills and creativity to drive innovative projects and enhance user experiences in the Film and Gaming industry. Achieved 3-7 day leads in production schedules due to dedication and team co-ordination.

Employment History

Character Animator, SimTecMD, Calgary

DECEMBER 2022 — DECEMBER 2024

- Completed all Animation tasks as the only Animator of the company
- Achieved Animation quality standards in a fast paced environment
- Learned and taught tasks and practices with the team

Mocap Editor, Beyond Capture Studios, Vancouver

JUNE 2021 — NOVEMBER 2022

- Solved Motion Capture Data to client standards following company procedures
- Cleaned, Filled, and Solved up to 1000 seconds of Mocap Data a week
- Worked with multiple studios on AAA games

3D Animator, IGG, Vancouver

MARCH 2021 — MAY 2021

- Animated 40 seconds per week on assigned projects, and assisted other teams
- Animated in Maya and learned Animation in 3DS Max within one month
- Achieved a 3 day lead in work schedule with team and management co-ordination

3D Animator, Itzy Interactive, Edmonton , AB

AUGUST 2020 — SEPTEMBER 2020

- Worked remotely with the team in a fast paced environment to successfully create valuable Key Frame Animations for use.
- Achieved higher animation standards through communication with my team and supervisors

Education

Video Game Development and Design, Diploma, VCAD, Vancouver

JANUARY 2018 — DECEMBER 2019

- Learned and produced Animation following the 12 principals of Animation through assigned tasks in industry standard timelines.
- Received critique and feedback on my work and made adjustments accordingly
- Teachers often remarked that I was 'fast' in my learning and adjustments to my work

Details

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Links

[Website](#)
[LinkedIn](#)

Skills

3D Animation
Rigging
Motion Capture Editing
Autodesk Maya
Motion Builder
Autodesk 3ds Max
3D Modeling
Time-Management
Organization