

# Joseph A. Brown

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Portfolio

<https://jbrown1998.carbonmade.com/>

## Experience/Projects

- Freelance Artist - June 2020 - Present  
Illustrate, animate, and manage several designs with various customers through iteration, and collaborate alongside dozens of artists in varying capacities to produce large scale community projects.
- Lead Animation Intern, OwnCrib - June 2021 - September 2021  
Animated, edited, boarded, and led a team of animators to develop a pipeline to deliver several advertisements in a 3-4 week time frame.
- Story Artist/ 3D Animator/ Video Editor, "Hang In There" - January 2021 - May 2021  
Spearheaded art direction and design for characters, created storyboards and animatics to present at weeklies, and lead for animation and video editing.
- Desktop Publishing, Copy Corner - March 2019 - May 2021  
Managed and designed prints for customers, by adapting quickly to new programs and systems and updated designs as customers' needs changed.

## Skills

- Knowledge in Programs: Autodesk Maya, Clip Studio Paint, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Indesign, Motionbuilder, Toonboom Harmony, Adobe Animate
- Knowledge in Coding Languages: Python, C++, Java, HTML, Javascript, UNIX
- Knowledge in using Microsoft Office and Google Drive products
- Able to create quality work in a short timeframe
- Able to work collaboratively in a group and implement feedback
- Quick at learning new programs and techniques
- Able to adapt to different cartoon styles

## Education

Texas A&M University, College Station, TX

August 2016 - May 2021

Bachelor of Science in Visualization (Animation)

Minor in Computer Science

GPA: 3.34

Graduate of the Visualization Program. The program blends study of art and technology.

Curriculum covered aspects of pre-production, production, and post-production. These include studies in concept, environment modeling, principles of animation, and tool creation for both film and video games.

## Animation Mentor

January 2022 - Current

Currently enrolled with Animation Mentor to improve my character animation skills for both 3D and 2D characters. Expected to graduate sometime in 2023.