

Joseph A. Brown

2D/3D Generalist

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Portfolio

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

Experience

- Lead Animation Intern, OwnCrib - **June 2021 - September 2021**
Animated, edited, boarded, and lead a team of animators to develop a pipeline to deliver several advertisements in a 3-4 week time frame.
- Lead Artist/Animator, BlueRichter - **June 2020 - June 2021**
Spearheaded art direction and design for various indie titles, including creation of an art pipeline to deliver art efficiently.
- 2D Animator/Asset Creation, Texas A&M Transportation Institute - **June 2019 - September 2020**
Designed, rigged and animated several characters for client with a team of artists. Made edits to several provided rigs to fit shot parameters.
- Freelance Artist - **June 2020 - Present**
Illustrated, animated, and managed several designs with various customers through iteration, and collaborated alongside dozens of artists in varying capacities to produce large scale community projects.
- Desktop Publishing, Copycorner - **March 2019 - May 2021**
Managed and designed prints for customers, by adapting quickly to new programs and systems and updated designs as customer's needs changed.

Skills

- Knowledge in Programs: Toonboom Harmony, Adobe Animate, Adobe Photoshop, Clip Studio Paint, After Effects, Premiere, Adobe Indesign, Maya, Unreal Engine, Substance Painter, Motionbuilder
- Knowledge in Coding Languages: Python, C++, Java, HTML, Javascript, Assembly, C#
- 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 art 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.