

# Joe Bryant: Animator

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## Character Animator

It is my goal as your employee to create high quality animation that both looks great, and functions as designed within a given project. I am experienced and proficient in creating animation and rigging for Games, Cinematics and Visual FX.

I am happy to take part in art tests if requested. I will make every effort to adapt my animation style, production rate or quality standards to fulfil your requirements.

## Experience

- *Feb 2007 - Sep 2009 (2 years 8 months)*

### **Redtribe** - Animator

Game studio based in Melbourne, Australia. Using 3dsmax, I created mostly combat, cutscene and dancing animations in various styles cartoon and realistic. I also had experience with rigging, scripting, managing outsourcing, and assisting with export pipelines, management and art direction.

Shipped titles I worked on during my time at Redtribe:

- **Looney Tunes Acme Arsenal (360, Wii, PS2):** *Animator*  
Animation, Rigging, Effects, Optimisation

- **Space Chimps (360, Wii, PS2):** *Animator*  
Animation, Rigging, Effects, Optimisation

Various other projects I worked on at Redtribe:

- **Licensed Project (Wii):** *Lead Animator*  
Animation, Rigging, Outsourcing, Previsualisation, Design assist.

- **Original IP (Wii):** *Animator*  
Animation, Rigging.

- **Internal Prototype (XBLA):** *Creative Producer, Animator*  
Animation, Rigging, Outsourcing, Design, Art Direction, Management assist.

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## Education

- *2006 (1 year)*

**Bachelor of Fine Arts (Honours)** (*Majoring in Communication Design, Specialising in Animation*), Queensland University of Technology

1st class honours, studying perspective anamorphism and projector based graphics.

- *2003 - 2005 (3 years)*

**Bachelor of Fine Arts** (*Specialising in Animation*), Queensland University of Technology

Further studies in 3D animation, mostly using Maya.

- *2002 (1 year)*

**Diploma of Screen** (*Animation*), Qantm College Brisbane

Studies in 3D animation, mostly using 3dsmax.

## Software

- 3D Studio Max, including Maxscript.
- Maya, including Melscript.
- After Effects
- Photoshop
- Flash

## Referees

References Available Upon Request