

Joel Finney

Character Animator

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Work Experience:

Vicious Cycle Software - Character Animator (November 2014 - December 2015)

- *Rigged, skinned, and animated characters for video game projects*

Freelance Animator - (June 2013 - October 2014)

- *Provided animation and rendering services for various clients*

Media Box Studios - 3D Graphic Artist (January 2012 - May 2012)

- *Created 3D renders for interactive technical manuals of generator sets for the Army*

Exemplum - 3D Artist (June 2009 - March 2011)

- *Helped plan and develop 3D assets and animation for interactive product demos*

Game Credits:

Adventure Time: Finn and Jake Investigations (2015)

- *Acted as sole animator for most of the project's entirety*
- *Focused heavily on animating the main characters Finn and Jake*
- *Responsible for most of the animation of the Marceline DLC episode*

Kung Fu Panda: Showdown of Legendary Legends (2015)

- *Animated various background props and elements*
- *Cleaned up animation on various characters as well as animation bug fixes*

Skills:

- *Character Animation*
- *Rigging*
- *Basic Modeling/Texturing*
- *Simple Lighting/Rendering*
- *Compositing*
- *Autodesk Maya*
- *Autodesk 3DS Max*
- *Adobe After Effects*
- *Adobe Photoshop*

Education:

Animation Mentor

Certificate in Advanced Studies in Character Animation (March 2013)

East Tennessee State University, Johnson City, TN

Bachelor of Science, Digital Media/Animation (December 2008)