

Joseph Daniels

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Experience

COURSE DIRECTOR, EX'PRESSION COLLEGE, EMERYVILLE, CA FEBRUARY 2009-PRESENT

Teach various animation classes, primarily Character Animation 1, where I am responsible for creating and executing curriculum, as well as leading lectures and labs relating to Maya's animation tools, posing, body mechanics, acting and timing for animation, lip sync, and facial animation.

LEAD ANIMATOR, COLLEGE LACROSSE 2010, ALAMEDA, CA APRIL-OCTOBER 2009

Created and directed animation for College Lacrosse 2010 video game. My responsibilities included modeling, rigging and animating cycles for player movement, as well as touching up animation done by junior animators.

ANIMATOR, DONNERWOOD MEDIA, SAN FRANCISCO, CA 2007-NOVEMBER 2008

Created animations for the Meez.com 3D avatar maker. My responsibilities included working with the Art Director and marketing team to design and then animate 8-10 second performance pieces for use in the Meez realtime engine, as well as in-game animations for their virtual world and flash games.

FREELANCE ANIMATOR, EMERYVILLE, CA SPRING 2007

Six months of freelance work including an independent animated music video, an animated intro video for a dance studio, and exercise analysis animation for a pain clinic.

ANIMATOR/DESIGNER, ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY 2005

Over the summer of 2005 I was contracted to produce animation for RIT's 175th Anniversary Documentary.

2 years Student Teaching at RIT for the character animation and general 3D classes. I had the opportunity to assist the Instructor in developing his/her lesson plans as well as guiding the students through the exercises and providing critique.

2 years experience creating character animation under ex-Disney Animator/Designer Nancy Beiman.

Co-directed three 24-Hour Animation Challenges which successfully produced three short films where I designed, animated on, and managed groups of up to 10 animators on each production.

Thesis film "Way of the Mantis" received Golden Pencil for Best Student Production and a Merit Award for Best Animation in a Student Production in the 2006 2D or Not 2D Animation Festival.

Skills

- Strong leadership skills and the ability to work well under strict deadlines.
- A firm understanding of film and game production techniques and an understanding of film aesthetics from both animated and live action perspectives.
- Thorough understanding of the anatomy of both human and animals in motion.
- A background in traditional art mediums including painting, sculpture, and illustration.
- Strong background in character setup and rigging techniques.
- 6+ years of continuous experience using Maya as a character animator, 2 years experience with 3D Studio Max, and additional training in:

-Vicon Blade

-Motion Builder

-After Effects

-Photoshop

-Flash

-Final Cut Pro

Education

Rochester Institute of Technology, Rochester, NY — BFA in Film and Animation, 2006