

Joe Whyte

CG Modeler / Digital Texture Artist

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TAG 839 / SAG - AFTRA

PROFICIENCIES

Maya, ZBrush, Photoshop, Substance Painter/Designer, Mari, Nuke, Character and Hard Surface Modeling, UV Layout, Texture Painting, Basic Rigging and Animation in Maya, Basic Compositing in Nuke, After Effects. OSX, Windows and Linux savvy.

HISTORY

1/19 to 7/19 – Cinesite Animation Montreal – Senior Modeler

Modeling and UV'ing sets, props, and characters for "Extinct", and "The Addams Family".

7/18 to 11/18 – Marza Animation Planet – Visual Development Modeler / Lighting

Modeled, composed, and lit scenes from "The Monkey Prince" for film in development.

2/18 to 7/18 – Aquamen Entertainment – Modeler / Texture Artist

Modeling and texturing 3D elements for 2.5D feature film, "Monkey King – The Beginning"

6/17 to 2/18 – Duncan Studio – Modeler / Texture Artist

Modeled and textured 3D elements for animation sequences for Disney's "Mary Poppins Returns".

4/16 to 11/16 – Sony Pictures Animation - Visual Development Character Modeler

Created character models and worked with the Art Directors to achieve the character look for the animated feature "The Star". Also provided look development environment models for "The Emoji Movie".

6/13/14 to 11/28/15 – Disney Consumer Products - Environment Artist

Created environment and character models for an array of Mobile Apps under the "Imagicademy" project. Modeling and Texture Painting using Maya, ZBrush, Mari, Substance Painter, and Photoshop.

2/12 to 6/13 - Disney Mobile Interactive - Lead Environment Artist

Created environment and character models for iOS and Android phones and tablet, laid out UV's and painted textures. Shipped "Temple Run: Oz" mobile game.

9/10 to 1/12 - Lucasfilm Animation - Senior Pre-Visualization Modeler

Created model assets for George Lucas' first animated feature film "Strange Magic", including characters, sets, props and facial blends. Utilized Maya, Photoshop, ZBrush, and Zeno (proprietary).

1/96 to 9/10 - Walt Disney Animation Studios - Senior Modeler

Created model assets - characters, sets and props, for 9 major animated feature films, 2 TV specials and 3 short films. Provided voiceover for many feature films and short films.

EDUCATION, TRAINING, PERSONAL INTERESTS

United States Navy - Fire Control Tech, Ballistic Missiles Nuclear, Submarine Service.

California State University, Northridge - '84, Theater

Walt Disney Animation Studios - Artist training programs in figure drawing, sculpting, modeling.