

Joe Whyte

CG Modeler

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www.whytenoise.com

TAG 839 / SAG - AFTRA

PROFICIENCIES

Maya, ZBrush, Blender, Fusion 360, Photoshop, Substance Painter/Designer, Mari, After Effects, Nuke, Character and Hard Surface Modeling, UV Layout, Texture Painting, Basic Rigging and Animation in Maya, Basic Compositing in Nuke, After Effects.

WORK HISTORY

7/23 to Present -- Dimension Studio -- Modeler / Asset Artist

Various productions for Dimension Studio and DNEG Previs

7/22 to 1/23 – Warner Animation Group – Visual Development 3D Artist

Pre-Vis layout and character modeling for “Cat in the Hat”.

5/21 to 6/22– Netflix Animation – CG Modeler

Pre-Vis layout modeling and props/environments modeling for “Blue Eye Samurai” animated series.

6/20 to 4/21 – Paramount Animation – Visual Development 3D Artist

Worked with Production and Art Designers to create and implement the look for “Under The Boardwalk”.

4/20 to 6/20 – Netflix Animation – Visual Development 3D Artist

Worked with Production and Art Designers to create and implement the look for “Back to the Outback”.

9/19 to 3/20 – Alcon Animation – Visual Development 3D Artist

Worked with Production and Art Designers to create and implement the look for “Darkmouth”.

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 and set models for the animated features “The Star” and “The Emoji Movie”.

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

Created environment and character models for an array of Mobile Apps under the “**Imagicademy**” project

3/12 to 6/13 - Disney Mobile Interactive - Lead Environment Artist

Created environment and character models for mobile games. “Temple Run: Oz” and development of others.

10/10 to 2/12 - Lucasfilm Animation - Senior Pre-Visualization Modeler

Created model assets for George Lucas' first animated feature film “**Strange Magic**”

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.

Interests: Standup comedy, improv, music, Hapkido (1st deg. Black), voiceovers