

JOE GARHAN
ANIMATOR

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OBJECTIVE:

I am always focused on the player experience and project quality. So I am constantly looking to be challenged by my project and my teammates in the endless pursuit of perfection.

WORK EXPERIENCE:

-DEADBoLT Studios, 2013 - Present, Founder/Developer

-NeverAfter

- Worked Closely with a small team to prototype a fun visceral play experience. Animated
- Responsible for character animation, rigging and feel of combat.
- Designed, Built and Animated creatures for environment ambience.

-Cryptic Studios- Los Gatos, CA, 2008 - Present, Lead Animator

-UnAnnounced Title,

- Responsible for character animation, rigging and design.
- Lead in the creation of systems to improve the moment to moment experience.

-NeverWinter online,

- Responsible for prototyping animation style and gameplay feel.
- Created hand keyed animations for bipedal and quadruped characters.
- Worked with design, to create smooth, visceral combat.
- Worked with programmers to create a number of new systems for NeverWinter.

-Star Trek online,

- Helped the Star Trek team build out a library of emotes.

-Champions online,

- Responsible for Character animations

-Play Mechanics, Chicago, IL, February- September of 2008, Junior animator

- Big Buck Hunter (arcade),

- Responsible for creature animations

- Terminator Salvation (arcade)

- Responsible for cut scene animations during on-rail transitions.

EDUCATION:

Animation Mentor

February 2008 – March 2010

The Illinois Institute of Art-Schaumburg

October 2005 - December 2007

TECHNICAL SKILLS:

Autodesk 3ds Max

Autodesk Maya

Adobe Photoshop

Adobe After Effects

Unreal Engine