



## OBJECTIVE

Highly motivated 3D Animator interested in bringing my love of emotion and story to my characters.

## INTERESTS

- Video Games
  - Anime
- Playing Basketball
  - Music
- Storytelling (writing and storyboarding)

## CONTACTS

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# JOSH NORWOOD

ANIMATOR/3D GENERALIST

## EXPERIENCE

### The Third Floor Visualization

11/2020 - 9/2021

*Ms. Marvel and Guardians of the Galaxy 3*

PREVIS/SHOT CREATOR

Animate characters/cameras/vehicles to visualize and enhance said story.

Also responsible for minor Postvis Duties.

### Ingenuity Studios

9/2021 - 12/2022

ANIMATOR

Responsible for character/creature/vehicle/ and prop animation.

Also responsible for simple mocap cleanup tasks (within Maya).

### Amazon Games

12/2022 - Present

*Rise of the Angry Earth Expansion (Mount Anim)*

GAMEPLAY ANIMATOR

Responsible for character and creature keyframe animation.

Responsible for In-Game Cinematic animation.

## SOFTWARE SKILLS

- Maya
- Substance Painter
- Redshift
- Nuke
- Zbrush
- Photoshop
- Vray
- SpeedTree
- Adobe Premier Pro
- Adobe After Effects
- Arnold

## KEY SKILLS

- Proficient in 3D keyframe animation
- 3D modeling, sculpting and texturing skills
- Team player, able to receive direction and instruction.
- Understands basic rigging, compositing, rendering and Unreal Engine 4
- Able to work under pressure

## EDUCATION

### Gnomon School of Visual Effects and Animation

(2017- 2020)

BFA Degree (3D Generalist Program with focus on Animation)

### Fullerton/Cypress College (2016-2017)

General Education Studies and Basic Art Studies