



# JOSEPH K. GARRAHAN

## character animator

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### **personal statement**

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I love to work on projects where we are encouraged to push the limits of animation beyond a visual, technical, and emotional level.

### **professional skills**

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Strong key-framed Character Animation, Facial, Lip Sync and Timing skills.  
Experienced in creating animation using Motion Capture.  
Excellent skills in Maya, Motion Builder and After Effects.  
Experience with next-gen real-time animation pipelines.  
Solid grasp of the classic animation principles and motion editing.  
Proactive and willing to adapt to changing requirements.  
Create and maintain documentation for system, tools and pipeline.  
Excellent command of English and Spanish.

### **career-related experience**

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Character Animator (TV Series: Disney's Dino Aventuras)  
Hype.cg (Remote)  
November 2016 - Present

Senior Animator (Killer Instinct)  
Iron Galaxy Studios / Microsoft Game Studios (Remote)  
August 2014 – May 2016

Character Animator (RYSE: Son of Rome)  
Crytek (Germany)  
April 2012 – July 2014

Associate Animator (feature film: Green Lantern)  
Sony Pictures Imageworks (USA)  
January 2011 – April 2011

Character Animator (feature film: Holy Night!)  
Dygra Films (Remote)  
February 2010 – November 2010

Character Animator, Art Director and Professor  
Atlantic College animation studio (Puerto Rico)  
February 2006 – January 2010

Animator & Web Designer  
Sajo, García & Partners (Puerto Rico)  
February 2005 – February 2006

## **education**

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Degree in Advanced Character Animation  
Animation Mentor (Remote)  
January 2009 – December 2010

Bachelor of Fine Arts in Computer Art  
Savannah College of Art & Design (USA)  
September 1999 - May 2004

Japanese Language and Culture, One-year Study Abroad  
Temple University Japan (Tokyo)  
August 2002 - April 2003

## **awards & honors**

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Emmy Award 2007 for Technical Achievement (Suncoast Chapter)  
Secretary & Participating Artist, UNDO Digital Artists Group  
Chosen to participate in the Nickelodeon Writing Workshop 2008