Joseph Bryant

- Technical Artist
- 15 Years Professional Experience in Games

v.2023
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EXPERIENCE

EA Firemonkeys, Melbourne — Animator / *Senior Technical Artist*

FEB 2013 - PRESENT

- Transitioned to Technical Artist and Promoted to Senior
- Helped Artists across whole studio as part of Central TNT team
- Supported Internal and Ex-Dev Artists with Tech Support
- Played large role in Launch Trailer for NFS No Limits
- Supported Environment team with Data and Lighting Pipeline
- Optimized Game Performance on Mobile with Device Tiering
- Worked with Engineers to Improve Runtime Game Code
- Created Tools in ImGui to Enable Artist Workflows
- Maintained and Created Tools written in Python and C#

Frontier Developments, Cambridge UK— *Senior Animator*

JAN 2012 - MAY 2013

- Promoted to Senior Animator
- Worked on Coaster Crazy for IOS Creating
- Animated Cartoon characters in 3DSMAX
- Created Tools in Maxscript
- Worked on XBOX Kinect games with Large Team of Animators

Sega Studios Australia, Brisbane — *Animator*

MAR 2010 - APR 2011

- Character Animation for London 2012 Olympics Video Game
- Worked on Table Tennis, Diving and Trampoline Events
- Produced Realistic Animation using MotionBuilder and 3DSMAX
- Designed Animation Systems in Havok Behavior

EDUCATION

QUT, Brisbane — *Bachelor of Fine Arts (Animation) graduated with First Class Honors*

GRADUATED 2005

QANTM, Brisbane — *Diploma of Screen (Animation)*

GRADUATED 2001

ATTRIBUTES

- Approachable
- Skilled
- Driven to Improve

SKILLS

Skill	Rating
Python	●●●●●
Scripting	●●●●●
Maya	●●●●●
Blender	●●●●●
Subst.Designer	●●●●●
Animation	●●●●●
Unity	●●●●○
C#	●●●●○
Rigging	●●●○○
Photoshop	●●●○○
Godot	●●●○○
Houdini	●●●○○
3DSMAX	●●●○○
C++	●●○○○
Unreal Engine	●●○○○
Subst.Painter	●○○○○
Motion Builder	●○○○○