

Joel Hasse

Lead Animator | Senior Animator

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Highly experienced Animator with 15+ years of expertise in both keyframe and performance-based animation pipelines, including team management and leadership. Possesses excellent teamwork and communication skills and a proven ability to create compelling character performances across hyper-realistic and slapstick cartoon styles.

EXPERIENCE

Deck Nine, Broomfield, CO. (Remote) - Lead Animator

Dec 2021 - Dec 2024

- Led and mentored an internal team of up to 11 & external partner team of 6.
- Collaborated with Production to effectively manage team tasks and deadlines.
- Provided artistic and technical feedback to uphold project quality bar.
- Developed comprehensive pipeline documentation, including video tutorials and examples for UE5 asset integration, Mocap performance polish, third party animation toolsets and FACS animation best practices.
- Established a reusable asset library of hand, face, and body poses
- Directed and oversaw motion capture sessions for various gameplay animation loops.
- Streamlined interdepartmental workflows and facilitated animation system developments by proactively troubleshooting rigging, character, design and technical feedback across teams.

Guerrilla Games, Amsterdam, NL (Remote) - Senior Animator

Feb 2021 - Nov 2021

- Performance capture polish, FACS face solving and keyframe prop animation for narrative cinematics.

Respawn Entertainment, Los Angeles, CA. (Remote) - Senior Animator

Feb 2020 - Nov 2020

- Performance capture polish, FACS face solving and keyframe prop animation for a VR game title.

Sony Interactive Entertainment, San Diego, CA. - Cinematic Animator

May 2018 - Feb 2021

- Full-body keyframe character animation in a cartoon style.
- Recorded reference, receiving feedback and iterating for use in scenes.
- Performance capture polish, FACS face solving, and keyframe animation of props.

Refuge VFX, Portland, OR. - Creature Animator

Dec 2017 - Feb 2018

- Keyframe creature animation integrated to live action plates.

Laika, Hillsboro, OR. - CG Facial Animator | Junior Matchmove TD

Jan 2015 - May 2018

- Keyframe facial animation (Maya) for hero characters in films.
- Created facial animation poses for re-use within the team library.
- Stereoscopic Matchmove (Nuke) for 3d viewing conversion of 2d plates.

Hive-FX, Portland, OR. - Lead Animator | Animator

Jul 2012 - Dec 2015

- Managed and mentored up to 3 junior animators.
- Animated character facial performances, prop interactions and camera animation.
- Utilized "Syntheyes" software to translate live action camera data into digital space for VFX treatment.

Buzz Monkey Software, Eugene, OR. - Animator

Aug 2010 - May 2012

- In-house animator for various independent and contracted titles.

PROJECTS

Games: [Life is Strange: Double Exposure](#) | [Horizon: Forbidden West](#) | [Medal of Honor: Above and Beyond](#) (VR) | [Ratchet & Clank: Rift Apart](#) | [The Last of Us Part II](#) | [Pioneer Trail: Ghost Town](#) | [Rinth Island](#) | [ESPN-U: College Town](#)

Films: [Asura](#) | [Missing Link](#) | [Kubo and the Two Strings](#)

TV: [Grimm](#) (Seasons: 2, 3, 4)

SKILLS

Autodesk Maya, 3DS Max, Motionbuilder, Unreal Engine, Adobe Photoshop, Aftereffects, Illustrator, Atlassian Jira, Confluence, Slack, Zoom, Google Suite, Microsoft Excel, Character Animation, Keyframe Animation, Motion Capture Refinement.

EDUCATION

The Art Institute, Portland, OR. - Bachelor of Fine Arts

June 2006 - June 2010

Thanks for your time & consideration!