



**JOEL  
HASSE**

## EDUCATION

Bachelor of Fine Arts  
Art Institute of Portland

Media Arts and Animation  
June 2010

## TECHNICAL SKILLS

Maya 3ds Max Flash Photoshop Aftereffects Illustrator

F

3D Equalizer

Ae

## PROFILE

I've had a passion for animation for as long as I can remember. The moment I realized that was someone's job, I wanted to do it. That excitement has only grown since then as I build my portfolio with the amazing projects I've had the pleasure to be apart of.

I am a **quick study** with new workflow and programs. I **work very well with a team**. I have a good sense of **leadership** and give valuable insight to my colleagues work. I **excel** in realistic as well as cartoon animation. I have a **solid understanding** of real world physics that shows in my work. I love to visually **tell stories and inspire** the audience to see the little details in life that make it special.

## EXPERIENCE

### GUERRILLA GAMES

Freelance Senior Animator

2021- Nov. 2021

- Mocap performance polish, face polish and keyframe animation.

#### - HORIZON FORBIDDEN WEST

FEB 2021 - NOV 2021

### RESPAWN ENTERTAINMENT

Freelance Senior Animator

2020- Nov. 2020

- Mocap performance polish, face solving and keyframe animation.

#### - MEDAL OF HONOR: ABOVE AND BEYOND (VR)

FEB 2020 - NOV 2020

### SONY INTERACTIVE ENTERTAINMENT

Keyframe Cinematic Animator

2020- Feb. 2021

Cinematic Animator

2018- Jan. 2020

- Mocap polish, **F.A.C.S.** face solving and full-performance keyframe animation.

#### - THE LAST OF US PART 2

MAY 2018 - JAN. 2020

#### - RATCHET & CLANK RIFT APART

NOV. 2020 - FEB. 2021

### REFUGE VFX

Creature Animator

2018- Feb. 2018

- Keyframe four-winged flying creature animation integrated to live action plates.

#### - ASURA (2018)

JAN 2016 - MAY 2018

### LAIKA

Junior Matchmove TD

2018- May 2018

CG Facial Animator

2015- Sept. 2017

- Keyframe Facial Animation for Hero Characters.

Created high-quality facial animation & poses for re-use within the library

- VFX Stereo Matchmove for digital and material sets for 3d viewing.

#### - MISSING LINK

JAN 2016 - MAY 2018

#### - KUBO AND THE TWO STRINGS

JAN 2015 - FEB 2016

### HIVE-FX

Lead Animator

2013- Jan. 2015

Junior Animator

2012- March 2013

- Animate character facial performance, object interaction and camera animation.

- Supervise up to three junior animators.

Delegating shots, giving critique, tech. support, & tutorials to junior animators.

#### - GRIMM SEASONS 2, 3, 4

JULY 2012 - DEC. 2015

#### - RIDDELL SPEEDFLEX FOOTBALL HELMET

MAY 2014- MAY 2014

### BUZZ MONKEY SOFTWARE

Animator

2010- May 2012

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

#### - RINTH ISLAND IOS GAME

JANUARY 2012 - MAY 2012

#### - PIONEER TRAIL: GHOST TOWN

AUGUST 2011 - JANUARY 2012

#### - ESPN-U COLLEGE TOWN

AUGUST 2010 - OCTOBER 2011

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Find References: <http://www.linkedin.com/in/hassesauce>

