

Joel Hasse

Lead Animator | Senior Animator

4764 N Syracuse St.

Portland, OR. 97203

(541) 693-4649

joelhasse@gmail.com

<https://www.hassesauce.com/>

<https://www.linkedin.com/in/hassesauce/>

With over 15 years of experience in film, VFX, and video games, I specialize in both keyframe and performance capture animation. I'm proficient in **Autodesk Maya** and **Unreal Engine** with extensive experience in a range of facial rigs from Metahuman and FACS to more traditional interfaces. I pride myself on being a **team player** with strong **leadership** and **communication** skills, and a **passion** for creating compelling character performances across a diversity of styles, *breathing life into the fantastical*.

EXPERIENCE

Sony Interactive Entertainment, San Diego, CA (Remote) - Senior Animator

Oct 2025 - Apr 2026 (Present)

- Full-performance keyframe creature animation alongside hyper realistic performance capture polish and prop animation for narrative cinematics and gameplay loops.

Various (Independent), Portland, OR. - Freelance Artist

Jan 2025 - Oct 2025

- Logo design. Unreal Engine animation & project collaboration. Social media advertising artist.

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 in JIRA.
- Regularly 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, FACS animation best practices and tips & tricks.
- Established a reusable asset library of hand, face, and body poses for the animation team.
- Directed and oversaw motion capture sessions for various gameplay animation cycles.
- Personally animated various hero character narrative, gameplay and interactive scene animations, human and animal NPC living world cycles, and performed timely aesthetic and technical fixes to assets in UE5.
- Streamlined interdepartmental workflows by proactively troubleshooting rigging, character, design, cinematic, lighting and technical feedback across teams.

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

Feb 2021 - Nov 2021

- Performance capture polish, detailed face solving (FACS) and keyframe prop animation for hyper realistic narrative cinematics.

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

Feb 2020 - Nov 2020

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

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

May 2018 - Feb 2021

- Full-performance keyframe character animation in a cartoon style, with emphasis on memorable acting choices and character appeal with Supervisor approved self-recorded reference.
- Performance capture polish, detailed face solving (FACS), and keyframe animation of props for hyper realistic narrative cinematics.

Refuge VFX, Portland, OR. - Creature Animator

Dec 2017 - Feb 2018

- Keyframe creature animation of 4-winged flying humanoids, 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 keyframe animator for various independent and contracted titles, utilizing 3DS Max and Maya software to create 2D sprite animations, and full 3D gameplay cycles.

PROJECTS

Games: AAA Playstation Exclusive (TBA) | **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, After Effects, Illustrator, Atlassian Jira, Confluence, Perforce, Slack, Zoom, Google Suite, Microsoft Excel, Teams, Outlook, Character Animation, Keyframe Animation, Motion Capture (Mocap) Refinement

EDUCATION

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

June 2006 - June 2010

Thanks for your time & consideration!