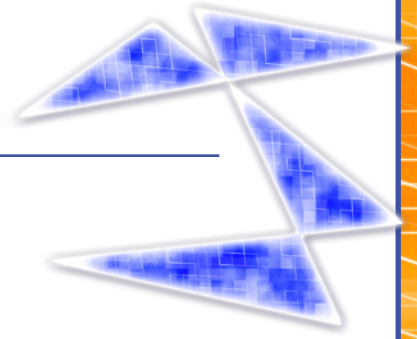


# JOSEPH L GODDARD

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## OBJECTIVE

Acquire employment as a CG animator, or in a related capacity.

## SKILLS AND QUALIFICATIONS

Works well as part of a team; understands instructions quickly and follows them accurately.

Quick and attentive learner; always willing to explore new and creative approaches to challenges.

Strong aesthetic sense; energetic approach to design and animation.

Skilled with a broad variety of secondary CG-related areas including modeling, surfacing, and lighting.

Highly proficient with Autodesk Maya, Adobe Photoshop, Illustrator, InDesign, After Effects, and Premiere.

Some experience with Unreal Engine 3, Pixologic Zbrush, MotionBuilder, Dreamweaver, and Flash.

## EDUCATION

Master of Fine Arts in Animation  
GPA: 3.92

Savannah College of Art & Design in Savannah, GA  
August 2011

Award: Combined Honors Fellowship for academic and artistic achievement.

Bachelor of Fine Arts with Graphic Design Emphasis  
GPA: 3.81

Marshall University in Huntington, WV  
May 2004

Award: John Marshall Full Scholarship. Graduated Magna Cum Laude.

## WORK EXPERIENCE

Design Animator  
Fisher Price (Vizlab)

East Aurora, NY  
September 2009 - Present

Responsibilities:

Worked with small teams to perform a variety of services in the creation of CG short films associated with toy products; services included storyboarding, modeling, UV editing, layout, animation, and compositing.

Performed character animation for two five-minute shorts, as well as several side projects.

Created numerous trade commercial and PR video productions in both animated and live-action formats; video services included concept, scripting, storyboarding, on-set direction, editing, and presentation.

Worked with a number of internal clients and producers to exceed expectations on tight deadlines.

Contract Animator  
Voidstar Creations

Lexington, SC  
June 2009 - July 2009

Responsibilities:

Created a variety of original character animations for a third-person shooter game designed for the Xbox 360.

Assisted creative director in basic rigging, compatibility, and troubleshooting capacities.

Animations included run, walk, jump, aim, damage and death, as well as hover, fly, bank, fall and several others for a biped character capable of combat while on ground and in flight.

Graphic Artist/Art Director  
MotionMasters, Inc.

Charleston, WV  
May 2004 - August 2006

Responsibilities:

Dealt directly with clients to establish vision for each project.

Executed design work for print, for video, and for the web, including commercial broadcast design and animation.

Presented company work to clients for review and critique.