



JOSEPH K. GARRAHAN

character animator

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personal statement

I wish to work on fun projects within a collaborative environment.

professional skills

Strong key-framed Character Animation, Lip Sync and Timing skills
Proven abilities in Maya and After Effects
Experience editing Motion Capture
Traditional drawing ability
Some experience with Character Modeling, UV Layout, Linux, Motion Builder
Proactive and willing to adapt to changing requirements

career-related experience

Associate Animator (Green Lantern film)
Sony Pictures Imageworks
(January 2011 – April 2011)

Character Animator ("Holy Night!" film)
Dygra Films
(February 2010 – November 2010)

Character Animator, Art Director and Professor
Atlantic College animation studio
Guaynabo, PR (February 2006 – January 2010)

Animator & Web Designer
Sajo, García & Partners
San Juan, PR (February 2005 – February 2006)

education

Degree in Advanced Character Animation
Animation Mentor (January 2009 – December 2010)

Bachelor of Fine Arts in Computer Art
Savannah College of Art & Design
Savannah, Georgia (September 1999 - May 2004)

awards & honors

Emmy Award 2007 for Technical Achievement (Suncoast Chapter)
Secretary & Participating Artist, UNDO Digital Artists Group
Chosen to participate in the Nickelodeon Writing Workshop 2008