

SUMMARY I am a 3D Generalist Artist with experience working in Maya, Zbrush, Blender, After Effects, Photoshop, etc. and am constantly learning new ways to tell stories through animation and visuals.

Website: josephconover.com

Demo Reel: <https://vimeo.com/257564508>

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|---------------|--|---|---|
| SKILLS | Modeling: Maya, Zbrush, Blender | 2d Graphics: Photoshop, Illustrator | Rendering and Lighting: V-ray, Arnold, Mental Ray, Cycles |
| | Compositing/Video Editing: Adobe After Effects, Nuke, Sony Vegas, Adobe Premiere | Game Engines: Unity Game Engine, Unreal Game Engine | Procedural Animation: Side Effects Houdini, MASH |

NOTABLE **Pacific Rim, Uprising:**

PROJECTS Generalist tasks. More info coming soon.

xXx: Return of Xander Cage:

Worked on modeling, lighting, and generalist design tasks for the opening title sequence.

Guardians of the Galaxy 2:

I helped with lighting, comp, and animation for the logos shown in several Guardians of the Galaxy Trailers.

Wonder Woman:

Assisted with modeling, lighting, and general design tasks for the Wonder Woman end title sequence.

NHL All-Star Promo Commercials:

I created 2 shots with the Hollywood Sign and Cinerama Dome for the NHL All Star promotion.

Insidious: The Last Key:

I designed and animated the title logos and modeled parts for the opening and end titles.

Doctor Strange Trailer Logo:

I did modeling and animation on international title logos for Doctor Strange

EDUCATION **B.A. ARTS AND TECHNOLOGY, UNIVERSITY OF TEXAS AT DALLAS (MAY 2016)**

WORK **MOCEAN**

HISTORY **3D Artist | 4/2018 – Present**

- Creating motion graphics for movies and tv.

PROLOGUE

3D Artist | 11/2017 – 12/2017 1/2018-2/2018

- Creating motion graphics for movies and tv.

EYESTORM PRODUCTIONS

3D Artist | 12/2017 – Present

- Creating motion graphics for various mobile game advertisements

GREENHAUS GFX

3D Artist | 8/2016 – 11/2017

- Creating motion graphics for movies and tv. Mostly Maya, V-ray, and After Effects pipeline.