

JOSHUA ABEGGLEN

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- Experience** **Lead Animator, *Blue Omega Entertainment, Annapolis MD, October 2007 – June 2009***
Coordinating with other project leads, oversee character and effects animations from concept to completion and final implementation into the Unreal 3 and Torque Game Builder game engines.
- Freelance Character Designer, *Bye Bye Banker, Virginia Beach, VA, April 2008 – May 2009***
Designing characters and various other tasks for a series of promotional marketing campaigns.
- Course Writer, *Savannah College of Art & Design, Savannah GA, June 2007 – November 2008***
Gathering, organizing and adapting academic material for an online undergraduate class.
- Freelance Story Board Artist, *Copernicus Studios, Halifax NS, Canada, June 2007 – September 2007***
Working directly with directors and producers, created animatics for short, animated webisodes.
- Teaching Assistant, *Savannah College of Art & Design, Savannah GA, September 2006 – November 2006***
Assisted teaching, critiquing, demonstrating and lecturing in a conceptual maquette class.
- Student Teacher, *Savannah College of Art and Design, Savannah GA, June 2006 – July 2006***
Taught sequential art to high school students during a series art seminars.
- Commissioned Sculptor, *Lucky Kitty Productions, LLC, August 2006 – September 2006***
Sculpted a life-size mutant infant from an existing design. Featured as a prop in an independent horror film.
- Production Artist / Graphic Designer, *Melaleuca Inc, Idaho Falls ID, June 2001 – July 2003***
Oversaw the international conversion of US product labels for countries such as the UK, Australia, Hong Kong, Taiwan, Japan and Korea. Personally communicated and collaborated with designers from these countries in relation to those products.
- Marketing Intern, *Madison Memorial Hospital, Rexburg ID, July 2000 – December 2000***
Under guidance of the hospital PR coordinator, created advertisements for newspaper, magazine and billboard as well as designed health related displays and other informative handouts.
- Other Experience** **Full Time Missionary, *Church of Jesus Christ of Latter-Day Saints, Belo Horizonte, Brazil, September 1998 – October 2000.*** Lived in Brazil, teaching the gospel of Jesus Christ and providing service. Served in a variety of leadership roles.
- Professional Skills** Consistently meets deadlines
Hard working, dedicated and self motivated
Accepting of criticism and works well in collaborative environments
Experienced in directing others in group oriented projects
Excellent problem solving and communication skills
Experienced in web design and DVD authoring
Excellent understanding and execution of the principles and animation
Experienced in the art of visual storytelling
Excellent knowledge of the principles of effective character design
Excellent understanding of human anatomy, form and gesture
Proficient in 3D design and sculpting in a variety of clay
Some experience with 3D modeling
- Software**
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|---------------------|------------------|------------------|---------------------|
| Adobe After Effects | Corel Painter IX | Final Cut Pro | 3DS MAX |
| Adobe Illustrator | Digicel Flipbook | Microsoft Office | Windows OS |
| Adobe Photoshop | Dreamweaver | Mac OS X | Unreal Engine 3 |
| Adobe Premiere | DVD Studio Pro | Maya | Torque Game Builder |
- Education** **Masters of Fine Art in Sequential Art, *Savannah College of Art & Design, Savannah GA, June 2007***
Bachelor of Fine Art in Animation, *Savannah College of Art & Design, Savannah GA, August 2005*
Associate of Arts and Sciences, *Brigham Young University Idaho, Rexburg ID, December 2000*