

JOSEPH L. RIVERS II
510.915.1374
about.me/josephrivers
468 McAuley St. Oakland, California 94609

INTENTIONS

To work in a creative environment and search for the most effective idea, whether its mine or not.

CAPABILITIES

- Project management. High aptitude for new methods & techniques. Deep understanding of production practices.
- Excellent traditional & digital art background. Emotional intelligence.
- Inveterate learner. Self-motivated. First-rate interpersonal communication.

TOOLS

Hardware/Platforms

Mac OSX, PC Windows XP, Linux Red Hat

Software/Advanced User

Photoshop, Illustrator, After Effects, Final Cut Studio Tools, CS 5 Suite, Wacom Tablet, Maya, modo, Zbrush

Software/Proficient User

MS Office, iWorks, MatchMover Pro 4.0, Flash, Cinema 4D, MotionBuilder, Pro Tools, Garage Band, Analog-Digital A/V

Basic User/

FileMaker Pro, SketchUp, HTML5, CSS3, JQuery, JavaScript, Unix, Python, MEL

PROFESSIONAL EXPERIENCE

Creative Director, Cup o' Jo Studio, Oakland CA 1993-Present

- Incorporate new processes & techniques with old-fashioned practices to yield fresh, cohesive results.
- Conduct ideation & execution of wide range of client needs in time sensitive conditions.
- Quickly dissect & interpret difficult concepts for broad & varied customer base.

Projects/

Woims-Client: Iona Brown Studio

- Created detailed frame by frame multi-character 2D digital animation using Photoshop and After Effect. Created scripts and custom actions to streamline asset management, layer handling, export formatting, and coordinate directories to optimize workflow.

Parrot Island-Client:Pixee Games

- Create multilayer psd background game art for independent social gaming company. Establish look development for level backgrounds

"Got Milk"-A Personal Short Film

- Developed a Modo to Maya 3D animation pipeline for set layout to utilize FBX assets.
- Create scripts to optimize directory management for file referencing. Establish clear naming convention to expedite character set up using mel/python script.
- Model environments, set pieces, characters and props. Character set up, and camera layout. UV mapping and character painting.

Technical Training Assistant-Media Technician, Pixar Animation Studio, Emeryville CA 2008-2009

Role/

- Initiated the development of a multi machine render cluster to process physical and digital media for studios intranet video training tool.
- Quickly learned Pixar proprietary tools to educate new hires in all aspects of shot production, directory access, file management overall pipeline structure.
- Interacted interdepartmentally toward the creation of new standards & methods.

SCHOOLING & TRAINING

Bachelor of Applied Science, Animation & Visual Effects, Ex'pression College For Digital Arts, Emeryville CA

Bachelor of Fine Arts, Illustration, Rhode Island School Of Design (RISD), Providence RI

Associates Degree, Advertising Design & Production / Mohawk Valley Community College, Utica NY

PROFESSIONAL DEVELOPMENT

Yoga Alliance Certification-Registered Yoga Teacher/ Flying Yoga, Oakland CA

Ambassador Oakland Museum of California

Technology Coordinator Peralta Parent Teacher Group

Apprentice Carpenter, Acme Builders, Oakland CA

Performed general carpentry, cable, electrical & network installation, plumbing, renovation & demolition.

Live Audio Engineer, Ferris Wheels, Oakland, CA

Organized stage, amplifiers, microphones, & loudspeakers & operated sound setup, PA, soundboard.

Lunch Committee Chairman, Northern California Graphic Artist Guild, San Francisco CA

Planned, coordinate & supervised monthly member luncheon events.

Communication Committee Editor, Northern California Graphic Artist Guild, San Francisco CA

Manage & administer print & web communications to 100+ members.

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