

Joe Janca

Animator

Everett, WA - Email me on Indeed: [indeed.com/r/Joe-Janca/295e20f79c936392](https://www.indeed.com/r/Joe-Janca/295e20f79c936392)

My goal in animation and life is to continually make progress every day and be part of something special. I am a highly motivated animator who enjoys being part of a team that drives for success and growth, while helping each other advance.

Software: Maya, Motion Builder, Cortex, Unreal Engine3, NintendoWare
Unity, Max

WORK EXPERIENCE

Animator

VIVE VR Project - February 2016 to February 2016

contract)

Project not announced yet

- I was hired for the month of February to block out character animation for the Vision Conference in February.
- I was hired again after the conference to polish the animations for GDC 2016.

Animator

Microsoft - January 2015 to September 2015

contract position, project archived)

Unannounced Hololens

- Used Motion Builder to key frame new locomotion animations and transitions.
- Exported fbx's into Unity testing animations on quadruped character.
- Reviewed animations in Hololens environment to observe for problems and improvements.

Animator

Microsoft - January 2014 to March 2015

contract position)

Project Spark: Xbox One Windows 8

- Keyed biped and quadruped character animations.
- Basic rigging and temp constraints when needed on characters.
- Implemented animations into game engine and setup animation tree per each character.
- Reviewed animations with game designers on timing for damage and attack speed and integrated changes accordingly.
- Animated various attack cycles and emotes for characters.

Animator

Airtight Games - March 2012 to January 2014

studio closed)

Murdered: Soul Suspect 360 PS3

- Helped develop Player character and worked with programmers to bring new animation systems online (jumps, mantle, teleports).
- Helped team with cameras and mocap editing for cinematics.
- Helped direct mocap shoots in studio and in L.A. for Player animations.

- Acted out animations in mocap suit for animation and planning.
- Acted in live video to help plan cinematic and motion capture sessions.

Animator

WB Games/Surreal Software/Snowblind - January 2008 to November 2011

Guardians of the Middle Earth: 360 PS3

LOTR: War in the North: 360 PS3 PC

This is Vegas: 360 PS3 (game cancelled)

- Used motion capture for base motions and then poses were developed to create more dynamic animations in Maya/Motion Builder.
- Dressed in mocap suit for several sessions to act out animations.
- Weighting and posing of character faces for dialogue.
- Animated dialogue using Facefx

Animator

Digital Embryo - August 2007 to December 2007

Contract

Summer Sports: Wii

- Used Maya to animate characters for various sports.
- Worked with programmers to integrate animations into Nintendoware engine

Animator

N-Fusion Interactive - June 2006 to August 2007

Hour of Victory: 360 PS3

- Edited motion capture data using Motion Builder.
- Responsible for helping develop pose library.
- Created anim sets and upk's for Unreal engine.

Character Animator on the following titles:

Unity VIVE VR Project, not announced (keyframed)

Microsoft Hololens, project archived (motion and key quadruped)

Project Spark, shipped (keyframe)

Murdered: Soul Suspect, shipped (motion capture)

L.O.T.R. Guardians of Middle Earth, shipped (key and motion)

L.O.T.R. War in the North, shipped (key and motion)

This is Vegas, cancelled (motion capture)

Summer Sports, shipped (keyframe)

Hour of Victory, shipped (motion capture)

EDUCATION

M.F.A. in Character Animation

Academy of Art College - San Francisco, CA

2006

B.F.A. in Electronic Media

Northern Illinois University - DeKalb, IL

1997

SKILLS

MFA (9 years), Character Animation

LINKS

<https://vimeo.com/160176949%20%20%20%20%20%20%20%20%20password%20%20secretsauce>