

Joe Beckley

ANIMATION | DESIGN | ILLUSTRATION

Portland, OR

mail@joebeckley.com

503.536.5569 mobile

Educated in traditional art and animation with a continued professional goal to be part of a team producing memorable stories and animation for a world-class film or television studio. Looking for opportunities to expand horizon and learn new skills, work as part of a team with enthusiastic and motivated peers. Ideally working for an organization determined to unleash great story-telling through creativity and innovation in animation.

Professional Experience

Digital Artist & Visual Development

LAIKA | Entertainment

Portland, OR

2006 - Present

Work with a team of artists in the Digital Design Group assisting in the art direction/development and oversee special design projects for production use. Responsible for generating conceptual and production art for characters, environment details, and backgrounds. Turn conceptual drawings into working drawings and see them through 3D texturing and lighting.

Digital Artist & Lighting Artist

DNA Productions

Dallas, TX

2005 - 2006

Supporting DNA's Art Department by producing matte paintings and film related marketing imagery in partnership with the production, marketing, publicity and consumer products divisions, as well as multiple departments within our film distribution partner.

Duties also included establishing set and character lighting for each assigned shot to realize the look and style desired by the Director of Photography. Creating the master lighting for several sequences, interpreting storyboards and shot lighting sheets for each shot and creating final comps of work in support of shot lighting using compositing and production tools.

Digital Artist & Visual Development

Columbus, OH

2004 - 2005

DisneyToon Studios | HD Productions

Assistant in the art direction and oversee special design projects for production. Responsible for generating conceptual and production art for characters, environment details, and backgrounds. Turn conceptual drawings into working drawings and see them through 3D modeling. Worked with the Director, Art Director and Production Designer to design environments and character visualizations in the film based on story and script. Worked with Layout and Modeling to take these ideas from 2D to 3D.

Digital Artist & Creative Lead

Columbus, OH

2000 - 2006

Jargon Studios

Oversaw and responsible for the creative development on all creative projects. Responsibilities include all stages of design for web, graphic design, illustration, motion graphics, interactive and animation projects. Additionally, conceived and animated several in-house computer and traditionally animated films.

Education

Bachelor of Fine Arts

Columbus, OH

2000 - 2004

Columbus College of Art & Design

Major | Traditional & Computer Animation

Minor | Advertising & Graphic Design

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