

Joshua Trimmer (3D Character Animator)

321-848-4626 | trimmerjoshua@gmail.com | joshtrimmer.com

Education

BACHELORS OF SCIENCE MEDIA ARTS AND ANIMATION

MARCH 2014 – MARCH 2018

ART INSTITUTE OF CALIFORNIA SACRAMENTO

Projects

- “W.I.G” • ANIMATOR • NOVEMBER 2020

In two months, took a game prototype created for a weekly game jam, and turned it into a full playable demo. Created and implemented crowd animations to fill out the level while problem solving spawning A.I. possession for animation blueprints in Unreal Engine 4.

- “LATER GATOR” • AI PRODUCTION TEAM • DECEMBER 2017

Directed and animated through an 11 week production cycle with six other students to produce a six minute animated short. Used creative problem solving purchasing pre-built rigs, implementing 3d visual effects, and contingency planning to ensure that deadlines were met without the benefit of lengthy pre-production. Used time outside of working hours to research better methods to streamline the process.

- “DÉTENTE” • AI PRODUCTION TEAM • APRIL 2017

Co-directed and animated during a 22 week production. Worked on 3D asset building through ZBrush and Maya. Provided insight on how to achieve and create proof of concepts of visual effects. Created a pipeline for the 3D asset team that allowed the streamline and timely production of assets. Provided lighting and texturing advice to the background team. Screened at Crocker Art Museum Sacramento, CA.

Technical Skills

- Maya
- ZBrush
- Adobe Suite
- Unreal Engine 4
- Blender

Practical Skills

- Trend Analysis
- Intuitive Perspective
- Digital Organization
- Abstract Problem Solver
- Fast Learner

Experience

INTELLIGENCE SPECIALIST • US NAVY • JUNE 2008 – MARCH 2014

- Provided trend analysis and geospatial intelligence within a team environment in standardized briefs that allowed key decision makers to move theater assets.
- Quickly adapted to crises response in the 2011 earthquake and subsequent tsunami in Japan, providing critical information to facilitate humanitarian aid and rescue.