

# Josh Taub

## 3D Animation

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## Experience

**“To The Last Drop”** 09/2024 - 05/2025

**Animator, Rendering, contributor to story**

- Animated character performance for several shots in Maya
- Rendered several shots using Arnold renderer
- Set up shots and camera moves for several shots in Maya

**“F.I.T.S. In”** 01/2024 - 03/2024

**Animator and concept artist**

- Animated character for several shots in ToonBoom Harmony
- Produced prop concept art in Adobe Photoshop

**“Showtime”** 03/2024 - 05/2024

**3D Modeler and Texture Painting**

- Modeled background objects in Maya
- Painted textures for background in Adobe Photoshop
- Colored a shot in Toonboom Harmony

## Education

**Savannah College of Art and Design**

2022 - 2025

Majored in Animation

Concentration in 3D Character Animation

Studied character performance and fundamentals of 3D animation.

Gained experience in a variety of software, especially Autodesk Maya for the purpose of animating 3D characters. Also gained some experience in 2D animation with ToonBoom Harmony.

## Skills and Software

- Autodesk Maya
- Unreal Engine
- Toonboom Harmony
- Photoshop
- Adobe After Effects
- 3D Animation
- 2D Animation

## Paid Experience

**Target** 03/2021 - 02/2022

**General Merchandise**

Stocked shelves with items on the store floor, backstocked merchandise in backroom, assisted customers, worked at register as needed.

**PetSmart** 02/2021 - 09/2021

**Store Associate**

Responsibilities included working the cash register, helping customers on the store floor, stocking items on shelves and organizing items in the backroom.