

Joseph A. Lilli

Los Angeles, CA 90272

Mobile: 310.699.2802
E-mail: joe@joelilli.com
Online Portfolio: <http://www.joelilli.com>

SKILL SET

Technical Skills: 2D and 3D Animation, 2D Paint, Blue & Green Screen Keying, Color Correction, Compositing, DVD Authoring and Encoding, Match Moving, Motion Graphics, Motion Tracking and Stabilization, Nonlinear Editing, Previz, Rotoscoping, Stereoscopic 3D, Visual Effects

3D: 3ds Max, Cinema 4D, HyperMove, HyperShot, Maya, Vue

Audio Editing: Sound Forge, Soundbooth

Compositing: After Effects, Nuke, Shake

DVD Authoring: Encore

Graphic Design: Photoshop, Illustrator

Interactive: Dreamweaver, Flash

Motion Graphics: After Effects, Cinema 4D

Nonlinear Editing: After Effects, Final Cut Pro

Tracking: Boujou, Mocha

Platforms: Windows, Mac OS, DOS, UNIX, LINUX

WORK

Working Joe – 3D Texturing/Lighting/Animation, Motion Graphics, Green Screen Keying, Compositing

Marina Del Rey, CA

February 2011 – Present

<http://www.workingjoetv.com>

- * Animation and compositing for *Pirate Island* feature documentary on the History Channel
- * 3D texturing, lighting, and animation for Able Engineering promotional videos featuring Boeing 747, Bell 407, Bell 206, & Eurocopter AS350
- * Motion graphics and green screen keying for Able Engineering whiteboard video animation
- * Green screen keying and color correction for TV spot

Software Used: After Effects, Maya, Photoshop, Illustrator

DGWB – Motion Graphics and Compositing, Video Editing, 3D Rendering

Santa Ana, CA

January 2011

<http://www.dgwb.com/>

- * Motion graphics for Hilton Garden Inn Sizzle Reel
- * Optical Flares compositing for KFC TV Spots
- * Motion graphics for Wienerschnitzel TV Spots
- * Editing/Titles for California Avocado Grower's Association Video
- * 3D Text for Children's Hospital Orange County – texturing, lighting, and compositing

Software Used: After Effects, Photoshop, Maya

Encore Hollywood - Roto, Mocha Tracking, Nuke and AE Compositing for Network and Cable Television

Los Angeles, CA

October – December 2010

<http://www.encorehollywood.com/>

- * Responsible for visual effects in multiple network shows including *90210*, *Big Love*, *Castle*, *The Closer*, *NCIS*, and *Raising Hope*
- * TV and computer monitor burn-ins including graphic design and animation
- * Beauty shots
- * Roto and tracking

Software Used: After Effects, Mocha, Nuke, Photoshop

Mob Scene – 3D Tracking, Particle Effects for LACMA 60-second Stereoscopic 3D Spot

Los Angeles, CA

September - October 2010

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<http://www.mobscene.com/>

- * Responsible for eight live action effect shots
- * Used Boujou to track shots and solve for cameras
- * Imported cameras into After Effects
- * Created 3D light streaks with particle effects using Trapcode Particular's streaklet
- * Integrated particle effects into live action footage

Software Used: After Effects, Boujou, Trapcode Particular

Syndrome Studio – 3D Texturing, Lighting and Rendering

Los Angeles, CA

July 2010

<http://www.syndromestudio.com/>

- * Textured, lit, and rendered four scenes in Maya's Mental Ray renderer
- * Renders used in pitches for DIRECTV and Disney

Software Used: Maya, Photoshop

Play Editorial – Compositing for Cisco Mino Spot

Hollywood, CA

June 2010 - July 2010

<http://www.playeditorial.com/>

- * Composited new product into video to replace old product
- * Performed rotoscoping, time remapping and color correction

Software Used: After Effects, Photoshop

Monkeyweed Pros: Science Channel's *Into the Wormhole* documentary hosted by Morgan Freeman

Hollywood, CA

May 2010

<http://www.monkeyweedpros.com>

- * Created six unique shots of molten Earth, Mars and Sun in our early Solar System
- * Animated comets bombarding the Earth
- * Animated Earth and Mars cooling, forming water
- * Animated solar wind and magnetic fields
- * Created various nebulae and starfields

Software Used: After Effects, Photoshop, Trapcode Particular and 3D Stroke

Play Editorial – Compositing for Cisco Valet: "Distractions" TV Spots

Hollywood, CA

May 2010

<http://www.playeditorial.com/>

- * Responsible for compositing in eight scenes
- * Performed motion tracking, cleanup, clean plate creation, computer screen and background replacement
- * Spots currently airing on network television

Software Used: After Effects, Photoshop

Play Editorial – 3D Animation for CISCO Slide HD

Hollywood, CA

Jan 2010 – Mar 2010

<http://www.playeditorial.com/>

<http://www.theflip.com/en-us/Products/slidehd.aspx>

- Converted original 3D model to .obj format in Cinema 4D
- Modeled, textured, lit and animated in Bunkspeed's HyperMove
- Rendered five HD image sequences for placement in final animation

Software Used: HyperMove, Cinema 4D, After Effects, Photoshop, Illustrator

Commonwealth - Motion Graphics and Animation for Belkin Cooling Pad and Conserve Valet

Los Angeles, CA

Dec 2009

<http://www.commonwealthfuture.com>

- * Created motion graphics from designers' boards for two separate shots

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- * Designed custom smoke and particle effects
- * Animated 3D camera in After Effects
- * Displayed in HD at 2010 Consumer Electronics Show in Las Vegas

Software Used: After Effects, Photoshop, Illustrator, Cinema 4D

Phoenix Group – 3D Animation for Northrup Grumman Promo Video Project

Los Angeles, CA

Oct 2009 – Mar 2010

<http://www.phoenixgp.com/>

- Performed texturing and modeling fixes on fifteen models
- Created turntables for all models
- Lit and Animated on over fifty shots
- Generated unique 3D environments (clouds, oceans, terrain) with Vue
- Composited CG assets with smoke, fire, missile trails, explosions, camera shake
- Rendered and delivered all shots by the deadline

Software Used: Maya, 3ds Max, Vue, After Effects, Photoshop

Relativity Media – 3D Lighting, Compositing, and Motion Graphics for feature film The Spy Next Door

Los Angeles, CA

Mar 2009 – Oct 2009

<http://www.relativitymediallc.com/>

- * Designed custom motion graphics for transition shots
- * Lit, textured and rendered satellite orbiting earth in 3ds Max
- * Created 2D set extension of oil refinery and tracked into live action shot
- * Completed nine shots

Software Used: After Effects, 3ds Max, Photoshop

MonkeyWeed Pros - 3D Lighting and 2D Compositing for feature film Miss March

Los Angeles, CA

Dec 2008 - Jan 2009

<http://www.monkeyweedpros.com>

- * Lit, textured and rendered magazine cover in Maya
- * Composited cover in After Effects with live action plates
- * Rotoscoped, color corrected and added grain and lens blur to cover
- * Completed twelve shots

Software Used: After Effects, Maya, Photoshop

Guerilla Hollywood - Motion Graphics for EMI Music Publishing's Urban Showreel

Los Angeles, CA

Oct 2008

<http://www.guerillahollywood.com/>

- * Designed intro, outro and transitional titles for 15 minute music video presentation

Software Used: After Effects, Photoshop

Genex - CG Supervisor and Motion Graphics Artist: Acura, Kraft, Purina, Scion, TBS, Toyota

Los Angeles, CA

Mar 2007 – Dec 2009

<http://www.acura.com> - Interactive Showroom updates and model refreshes

<http://www.acura.com/advance> - Flash design, animation and development

<http://www.alpo.com> - Flash XML and animation updates throughout site

<http://bhgrealestate.com/> - Careers section

<http://www.genex.com> - Flash content updates

<http://www.kraftfoods.com/kf/iFood.aspx>

<http://www.toyota.com/about/tten/> - Flash intro animation

- * Flash video rendering and interactive interface development in Better Homes & Gardens Careers section
- * Animation and editing for Parents.com video proposal
- * Motion graphics for Kraft iFood App, CMS proposal
- * Motion graphics and editing of Flash video intro for Better Homes & Gardens: Realogy website
- * Flash ActionScript AS3 development for 2008 Acura MDX Build & Price Prototype
- * 3D modeling, lighting, texturing, animation and rendering for Purina, Acura and Honda rich media banners
- * Motion graphics for various Acura rich media campaigns

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- * Animation and editing for TBS video proposal
- * Animation and editing for Ford Mustang Build & Price Strategy video proposal
- * Flash ActionScript, XML, and animation edits for Acura.com Interactive Showroom Model refreshes
- * Flash ActionScript updates and animations for ALPO.com homepage touts, promotions, and products
- * Flash interactive presentation and animations for Kraft proposal
- * Flash ActionScript edits and video updates for Toyota Scion
- * Flash intro animations for Toyota's T-Ten Technical University
- * Flash XML updates for Genex.com

Software Used: Flash, After Effects, Photoshop, Dreamweaver, Maya

Crew Creative - Flash Banner Creation: CNN, Discovery Channel

Los Angeles, CA

Feb 2007

<http://crewcreative.net/>

- * Made multiple sizes of Discovery Channel: Planet Earth banners
- * Created CNN banner for Nancy Grace special
- * Edited wallpapers for various cable shows
- * Created animated GIF screensavers

Software Used: Flash, Photoshop

LA Times - Flash Developer

Los Angeles, CA

Feb 2007

<http://www.latimes.com/travel>

- * Created Travel Section tutorial in Flash using video screen captures
- * Edited ActionScript of various Flash files
- * Created FLVs with custom player controls

Software Used: Flash, After Effects, Photoshop, Dreamweaver

Whittmanhart - Flash Developer: Budweiser, Bud Light, Kelloggs

Los Angeles, CA

Jan 2007

<http://www.whittmanhart.com/>

<http://www.budweiser.com> - XML, FLash animation, image and video editing for Entertainment on Tap, On the House, King of the Road sections

<http://www.budlight.com> - audio component

- * Edited and defined classes in ActionScript 2
- * Edited XML documents
- * Created animations using mc_tween
- * Edited videos in After Effects and imported into Flash
- * Edited images in Photoshop
- * Built and animated expanding banners for Kelloggs, including interactive quiz
- * Built global audio component for Bud Light site

Software Used: Flash, After Effects, Photoshop, Visual Source Safe, Dreamweaver

Sudler & Hennessy (a Division of Young & Rubicam)- Interactive Multimedia Demos

New York, NY

Nov - Dec 2006

<http://www.sudler.com/>

- * Shot, edited and keyed green screen footage
- * Modeled, animated and rendered 3D elements
- * Edited and coded Flash demos for pharmaceutical companies

Software Used: Flash, After Effects, Maya, Illustrator, Photoshop

Universal McCann - Flash Holiday Cards

New York, NY

Nov 2006

- * Designed and Animated Holiday e-cards for global clients and staff

Software Used: Flash, After Effects, Illustrator, Photoshop, Dreamweaver

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Zona Design - Motion Graphics: Discovery Channel IDs, History Channel Affiliate Bed

New York, NY

Oct 2006

<http://www.zonadesign.com/>

- * Collected and organized After Effects projects
- * Digitized beta tapes for editing
- * Utilized Blend Modes, Lights, 2D Animation & Motion Graphics over footage
- * Output back to tape for delivery to client

Software Used: After Effects, Illustrator, Photoshop, Final Cut Pro

Arnold Worldwide - Interactive Design for Nicoderm CQ's "Beauty of Quitting" Campaign

New York, NY

Sep - Oct 2006

<http://www.arnoldworldwide.com>

<http://www.nicodermcq.com/beauty/default.aspx> - Flash animation and design

- * Brainstormed and collaborated with project team
- * Designed Photoshop screenshots of interactive web experience
- * Reviewed designs with Art Directors and Account Managers before presentation to the client
- * Built and animated Flash website template

Software Used: Photoshop

Rapp Collins Worldwide- Flash Banner Creation

New York, NY

Aug 2006

<http://www.rapp.com/>

- * Created three sets of fourteen Flash web banners
- * Published each banner to specific dimension and file size requirements

Software Used: Flash

Agent 16 - HTML Email, Flash Landing Page, Homepage Design for Camel Website

New York, NY

Aug 2006

<http://www.agent16.com/>

- * Edited existing graphics for new content
- * Created new graphics as needed
- * Animated in Flash
- * Designed new home page

Software Used: Photoshop, Illustrator, Flash

CCG Metamedia - Flash Presentation Template

New York, NY

Aug 2006

<http://ccgmetamedia.com/>

- * Edited text, animation, and audio of a multimedia Flash presentation

Software Used: Photoshop, Flash, PowerPoint

Hachette - Created XHTML Template for Sound & Vision, Car & Driver Website Prototype from Photoshop Mockups

New York, NY

Aug 2006 - Present (Remote Freelance)

<http://www.caranddriver.com/>

<http://www.soundandvisionmag.com/>

- * Sliced up comps in Photoshop
- * Generated XHTML code
- * Created external Style Sheet, JavaScript
- * Tested in Internet Explorer, Mozilla Firefox, Safari browsers

Software Used: Photoshop, Fireworks, HomeSite, Dreamweaver

Blue Rock New York - Motion Graphics: Toyota, Kohls, Weight Watchers, Polident, Clairol, Cover Girl

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New York, NY
Aug - Sep 2006
<http://www.bluerockny.com/>

- * Motion Tracking
- * 3D Camera
- * Various Effects including 3D Stroke
- * 2D Animation & Motion Graphics

Software Used: After Effects, Illustrator, Photoshop

Tribal DDB New York - Nonlinear Editing: Best of the Web internal video

New York, NY
Aug 2006
<http://www.tribalddb.com/>

- * Captured and edited video of multimedia websites
- * Edited Flash interstitials, exported to Quicktime
- * Delivered final Quicktime movie on time for presentation to client, Neutrogena

Software Used: After Effects, Illustrator, Flash, Photoshop

Tribal DDB - Motion Graphics: Neutrogena Smooches Campaign

New York, NY
Apr - Jun 2006
<http://www.tribalddb.com/>

- * Edited live action footage
- * Animated smooches, text
- * Delivered on time to client for broadcast on Times Square Jumbotron

Software Used: After Effects, Photoshop, Flash

Blue Rock New York - Motion Graphics: Loestrin, Marshalls TV Spots

New York, NY
Apr 2006
<http://www.bluerockny.com/>

- * Simulated typing in a web browser
- * Animated popup windows, text for laptop screen

Software Used: After Effects, Photoshop

Blue Sky Studios - Technical Assistant, Lighting Department: Ice Age 2: The Meltdown, No Time For Nuts, Horton Hears a Who

White Plains, NY
Dec 2005 - Aug 2006
<http://blueskystudios.com/>

- * Responsible for debugging and rendering several sequences for the feature film and DVD short
- * Attended Lighting and Paint rounds with lead artists and Directors to review shots
- * Lit and composited shots from the film
- * Successfully completed all shots by deadline

Software Used: Maya, Shake, Studio (proprietary rendering software)

* Animated Short "No Time For Nuts" nominated for Oscar

EDUCATION

Academy of Art University, San Francisco

San Francisco, CA
2002 - 2004
Major: Computer Arts - Visual Effects, 3D Modeling and Animation

Bachelor of Computer Arts received December 2004

University of Texas

Austin, TX
1990 - 1995

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Major: English/Communications

Bachelor of Liberal Arts received December 1995