

Joey Tran

2D and 3D Character Animator

Experience

NOVEMBER 2021 - MARCH 2022

Fullbright, Remote – 2D Animator

- 2D Animator on Fullbright's upcoming game 'Open Roads'.
- Responsible for animation, cleanup and color of character emotes.

SEPTEMBER 2021 - DECEMBER 2021

Monkey Wrench, Remote – Freelance 2D Animator

- Paid freelance animator for the pilot of Monkey Wrench.
- Role included rough animation.

JULY 2020 - AUGUST 2021

Battu, Remote – Freelance 2D Animator

- Paid freelance animator for the animated musical short film Battu.
- Roles included rough animation, cleanup, and color.

APRIL 2021 - JUNE 2021

Short Films, Los Angeles & Paris – 2D Animator & Cleanup

- Assisted on the graduation film '**Petrichor**' with animation, cleanup and color.
 [PETRICHOR - Animation Short Film 2021 - GOBELINS](#)
- Assisted on the graduation film '**Siblings**' with animation, cleanup and color.
- Handled directing on the film '**Mau Xanh**' for animation, cleanup, and compositing. https://youtu.be/HUfZy_v6ojs

JANUARY 2020 - DECEMBER 2021

Entertainment Design Peer Coach - *ArtCenter College of Design*

- Assisted students with drawovers in both 2d & 3d animation
- Troubleshooting with Maya, Toon Boom Harmony, and TVPaint.
- Teaching students different programs such as Blender, Maya, After Effects and Premiere

Education

SEPTEMBER 2017 - APRIL 2022

ArtCenter College of Design, Pasadena

B.S. Entertainment Design: Character Animation

JANUARY 2020 - MAY 2020

Gobelins L'école de L'image, Paris

Character Animation and Animated Filmmaking, Study Abroad

Contact

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Programs & Skills

- TVPaint
- Toon Boom Harmony
- Traditional Hand-Drawn Paper Animation
- Adobe Premiere
- Adobe Photoshop
- Autodesk Maya
- Blender