

JOSHUA KALINOWSKI

CHARACTER ANIMATOR

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EDUCATION

COLLEGE FOR CREATIVE STUDIES, DETROIT MI – BFA- ENTERTAINMENT ARTS

EXPERIENCE

SONY INTERACTIVE ENTERTAINMENT (2018-2020)

THE LAST OF US TWO

- 3D CHARACTER ANIMATOR
RESPONSIBLE FOR ANIMATING MULTIPLE CHARACTERS BOTH CLEAN UP OF MO-CAP DATA AND KEY FRAME ANIMATION
ALSO RESPONSIBLE FOR FACIAL ANIMATION USING FACE RECOGNITION TOOLS

DEATH STRANDING

- 3D CHARACTER ANIMATOR
RESPONSIBLE FOR ANIMATING MULTIPLE CHARACTERS BOTH CLEAN UP OF MO-CAP DATA AND KEY FRAME ANIMATION
ALSO RESPONSIBLE FOR FACIAL ANIMATION USING FACE RECOGNITION TOOLS

GENTLEMAN SCHOLAR (2018)

ANIMATION TEAM FOR NCAA TOURNAMENT PROJECT

- 3D CHARACTER ANIMATOR
RESPONSIBLE FOR ANIMATING MULTIPLE CHARACTERS FOR COMMERCIAL SPOTS

BUCK (2017-2018)

ANIMATION TEAM FOR GOOGLE PROJECT

- 3D CHARACTER ANIMATOR
RESPONSIBLE FOR ANIMATING CHARACTERS FOR AUGMENTED REALITY.

SPIDERMAN: INTO THE SPIDER-VERSE (2017)

VISUAL DEVELOPMENT FOR UPCOMING ANIMATED FEATURE SPIDER-MAN

- 2D ANIMATOR AND IN-BETWEENER TO DEVELOP ANIMATED STYLE FOR THE 3D ANIMATORS.
RESPONSIBLE FOR IN-BETWEENING MULTIPLE CHARACTERS, AND ALSO ANIMATING CHARACTERS UNDER THE SUPERVISION OF GABRIEL HORDOS. WORKED IN TV PAINT.

SKILLS

TRADITIONAL

- TRADITIONAL ANIMATION
- STORY BOARDING
- VIDEO EDITING

3D CHARACTER ANIMATION
CHARACTER DESIGN AND CHARACTER DEVELOPMENT
COMPOSITING

SOFTWARE

- ADOBE FLASH
- ADOBE ILLUSTRATOR;
- ADOBE PREMIERE
- AUTODESK MAYA
- MOTION BUILDER

ADOBE PHOTOSHOP
SONY'S PARROT FOR FACIAL ANIMATION
UNREAL ENGINE
FACEWARE
SHOTGUN

HOBBIES

PLAYING BASEBALL
BUILDING AND PAINTING MINIATURES

HIP HOP DANCING
PLAYING TENNIS, BOWLING