



# Joe Haemmerle

VFX ARTIST

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## Skills

Visual Effects  
Graphic Design  
Illustration  
Storyboarding  
Concept Art  
2D Animation  
3D Modeling  
UI/UX Design  
Audio Engineering  
Adobe Creative Suite  
Unreal Engine  
Maya  
Houdini  
3D Coat  
SuperTool

**VFX Artist with over a decade of experience in graphic design and visual effects, leveraging Adobe Creative Suite and industry-standard tools to create captivating game environments and animations. Expert in optimizing visual assets for performance and collaborating with teams to align VFX with gameplay mechanics. Passionate about driving innovation and enhancing visual storytelling in the gaming industry.**

## Employment history

### VFX ARTIST, DAYBREAK GAMES

Austin, TX

- Design and implement VFX assets for game environments, enhancing visual storytelling.
- Collaborate with designers to ensure VFX aligns with gameplay mechanics and aesthetics.
- Optimize VFX for performance across various platforms, improving game stability.
- Troubleshoot and resolve VFX issues, maintaining high-quality visual standards.
- Contribute to the creative process by providing innovative VFX solutions.

### GRAPHIC ARTIST, BAT-CITY AWARDS & APPAREL

Austin, TX

- Designed custom graphics for awards and apparel, enhancing brand identity and customer satisfaction.
- Utilized Adobe Creative Suite to produce high-quality artwork, ensuring timely project completion.
- Managed intricate design projects, ensuring high accuracy in print specifications and color matching.
- Oversaw print production processes for optimal quality and efficiency.

### GRAPHICS ANIMATOR, KXAN AUSTIN NEWS

Austin, TX

- Designed visually compelling graphics, enhancing viewer engagement and ratings.
- Collaborated with news team to deliver timely animations, improving broadcast quality.
- Utilized industry-standard software to create dynamic visuals, elevating brand identity.

### ANIMATOR / CONCEPT ARTIST, HANDHELD GAMES

Seattle, WA

- Developed character animations and concepts, enhancing visual storytelling and player engagement.
- Collaborated with design team to create cohesive art assets, improving game aesthetics and user experience.
- Utilized industry-standard software to produce high-quality animations, ensuring smooth gameplay.
- Refined artwork details to ensure high-quality game visuals, meeting all project specifications.

## Education

### Art Institute of Seattle 2003 - 2007, Seattle, WA

Animation & Art Design

Awarded AIS Best Portfolio of Show - Animation & Art Design