

JOE MACDONALD

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STORYBOARD & LAYOUT ARTIST

Skilled storyboard and layout artist/supervisor with a proven track record on AAA titles and shows. A team focused, creative problem solver with excellent communication and organizational skills. A strong foundation in 3D camera work and animation with a traditional 2D background in storyboarding, character design and classical animation.

KEY SKILLS

Toon Boom Storyboard Pro | Maya | 3DStudio Max | Flix | SketchUp | 2D Animation
3D Animation | Previs | Layout | Camera | Illustration | Motion Capture Directing

EXPERIENCE

ROOSTER TEETH STUDIOS, Austin, TX

2013-2023

Collaborated with the director and creative dept. supervisors to implement the objectives of the storyboards and determine the most efficient use of the 3D space and final camera.

Storyboard Supervisor 2017 - 2023

Projects include Justice League X RWBY I,II, RWBY Season 5-9, RvB 20th, CampCamp 20th

Layout & Final Camera Supervisor, 2017 - 2020

RWBY Season 6-9, GenLock Season 1, Red vs Blue Season 13,14,

- Established the Storyboard, Previs, Layout & Final camera departments to identify potential story issues early in production and increase the weekly output of shots by the animators, allowing them to focus solely on character performance.
- Fostered a strong team environment while working remotely. Reviewing sequences with artists to identify and resolve problems of clarity and quality, recorded director kickoffs, organized team workshops, assigned sequences that would challenge artists and see them achieve their highest potential.
- Collaborated with the tech dept. to improve existing cameras, tools and mocap processing tasks, increasing the output of shots by the layout team.
- Improved communication and workflow with the editorial dept. by having weekly syncs and testing new tools to streamline the animatic process between departments.
- Consistently met all deadlines as determined by the producers, while maintaining the quality and style of show in the storyboard and camera work.

Lead Camera & Layout Artist, 2015-2018, RWBY Season 3-5, "RWBY Chibi" Season 1,2

- Increased the output of the animation dept. by assisting in shot setup.

Storyboard Artist, 2014,2016 "Lazer Team" 1,2

- Storyboarded and animated previs scenes to give the director a clear visualization of the script and information needed to best prepare before filming started.

Lead Animator, 2014, "RWBY" Season 2 / **Animator**, 2013," RWBY" Season 1

- Supervised a team of 5 animators and assisted in weekly animation reviews.
- Met weekly deadlines creating character, lip sync and camera animations.

KABAM STUDIOS, Austin, TX

2012-2013

Storyboard Artist / Concept Artist / Lead Animator - "Imperium Galactic War"

- Generated animations and concept art for in-game assets: buildings, weapons, and props.
- Storyboarded and oversaw the production of game cinematics with outsourced resources.
- Collaborated with designers to create community / fan page assets and videos.

THQ DIGITAL / RAINBOW STUDIOS, Phoenix, AZ

2004-2011

Sr Animator / Presentation Lead - MX vs. ATV ALIVE / REFLEX / UNTAMED / WWE Legends

- Designed and implemented camera sequences for cut scenes, replays and vehicle wrecks to immerse the player in the motocross rider experience.
- Collaborated with developers on in-house scripting tools and pipelines for cut-scenes to improve workflow and increase the amount of cut-scenes done by the department.
- Directed numerous mocap shoots to give the animators the most accurate motions for in game fight moves and cutscene animations.

ADDITIONAL EXPERIENCE

MICROSOFT XBOX SPORTS GROUP, Redmond, WA

Lead Animator: NFL Fever / NHL Rivals / Basketball / Soccer

ELECTRONIC ARTS CANADA, Burnaby, BC

Lead Animator / Supervisor: FIFA Soccer / Sled Storm / World Cup / Triple Play Baseball

CARBUNCLE CARTOONS, Vancouver, BC

Layout and key posing: "The Baby Huey Show" TV series

BARDEL ANIMATION STUDIOS, Vancouver, BC

Key animation, layout and posing: "Magic School bus" / "Tales from the Crypt Keeper" / "Stickin' Around"

DELANEY AND FRIENDS ANIMATION STUDIOS, Vancouver, BC

Key animation: "Nilus the Sandman I, II"

LACEWOOD STUDIOS, Ottawa, Ont.

Key animation: "For Better or For Worse" 3 episodes.

MURAKAMI WOLF STUDIOS, Dublin, Ireland

Assistant and key animation: "Teenage Mutant Ninja Turtles" TV series / "James Bond Jr." TV series

HINTON ANIMATION STUDIOS, Ottawa, ONT

Key cleanup and in-betweening: "The Nutcracker Prince" animated feature / "The Raccoons" TV series / "The Woman who raised a Bear as her Child" video

EDUCATION

Classical Animation Program

Sheridan College, Oakville ONT, Canada