

Josh Taub

3D Animation



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Profile

3D animator with experience in Unreal Engine. Additionally have experience working in 2D animation, including experience in Toonboom Harmony

Experience

“F.I.T.S. In” Jan 2024 - Mar 2024

Animator and concept artist

Short film about a domestic cleaning robot in a post-apocalyptic setting. While working on this film, I learned a lot about working with other people and collaborating to reach a shared vision of what the film should be.

Everyone on the team would go back and make numerous new iterations on our work until we had versions that we were all satisfied with.

“Showtime” Mar 2024 - May 2024

3D Modeler and Texture Painting

Short film created as a bumper that would go in-between other films to promote SCAD’s Spring Showcase. Working on this film gave me the opportunity to do 3D modeling for assets to be used in a film for the first time, and I learned more about modeling from the feedback I got from my peers.

This film also gave me the opportunity to gain experience in Blender.

Target Mar 2021 - Feb 2022

General Merchandise

Ensured customer satisfaction and proper organization of products within the store.

This gave me the opportunity to develop my ability to work with others on a professional level.

Education

Savannah College of Art and Design

Sep 2022 - Spr 2025

B.F.A. Animation

Concentration in 3D Character Animation

Studied character performance and fundamentals of 3D animation.

While pursuing my degree, I worked on many projects in order to hone my ability to express character through my animation and became accustomed with a variety of software used to do so.

Skills and Software

- Autodesk Maya
- Unreal Engine
- Toonboom Harmony
- Photoshop
- Adobe After Effects
- 3D Animation
- 2D Animation