

JOSEPH C. PEPE Los Angeles, CA email: josephcpepe@gmail.com (818) 425-7684 Mobile

Specializing in Conceptual Design and Film Development in Motion Pictures, Television and Online Content; providing pre-production, production and post-production services.

Qualification Summary

- **Film and Television Production:** Production experience in conceptualizing, sketching and developing ideas; experience using traditional and digital methods; translate directors' ideas and thoughts into usable and practical designs. Conduct research, manage assets, photograph elements and actors, prop and set fabrication and assist in all aspects of production. 2D to 3D Animation Conversion (Animation Supervisor; Shot Allocation; Associate Producer; Conversion Training Supervisor: USA/Asia. Extensive knowledge of film and commercial projects from inception to completion.
- **Administration and Communication:** Provide efficient administrative support for a wide variety of production staff and participants. Ability to multi-task, prioritize and organize workloads to meet strict deadlines; train and support other team members. Establish and maintain strong working relationships with internal staff and external production management, artists, talent and clients.
- **Technical Proficiencies:** Mac/PC; Adobe Photoshop CC, Adobe Lightroom, MS Office, Fetch(FTP). Familiar with: Nuke, After Effects, Audacity, Final Draft, Adobe Illustrator, ZBrush, Final Cut Studio, Aperture, Red Digital Cinema, Shake, Maya, Elastic Reality, Internet Browsers, Nikon Digital Photography (F4s, D1, D1H, D2H, D810), Epson Scanners and Printers, Mac OS X, Windows Xp Pro.
- **Strengths and Accomplishments:** Enthusiastic, creative and versatile; demonstrated team leader, problem solver; ability to manage teams, projects and achieve completion within strict deadlines. Exceptional conceptual, organizational and communication talents; maintains productive and creative environment to improve team productivity and efficiency.

Education: B.I.D. - Bachelor's of Industrial Design (1991) Pratt Institute Brooklyn, NY

Professional Experience/Skills: Lead VFX Concept Artist, VFX Character Consultant; 3D Conversion Animation Supervisor; Key Character Designer; Concept Artist; Prop/Weapons Designer; Set Designer; Videogame Quality Control Artist; Videogame Style Guide creation; Matte Painter; Graphic Designer; Illustration; Storyboard; Production Manager; Key Assistant Effects Animator; Photographer; Research Manager; Asset/File Manager; Photoshop Instructor; Design Consulting; Stop Motion Animation; Editor; Product/Toy Design; Concept Design Lecturer

Clients/Employers: Freelance: 20th Century Fox; Lightstorm Entertainment; Netflix; Chingon Entertainment; Walt Disney Imagineering; Paramount; New Line Cinema; Digital Domain; THQ; Troublemaker Studios; AndersonFX Studio; Amalgamated Dynamics Inc.; SmithFX; Aaron Sims Company; Eddie Yang Studios; Harlow Effects; Marvel Comics Group, Inc.

Full Time: Lightstorm Ent./Disney/Fox (2013-present); Technicolor (2010-2011); Stan Winston Studio (2003-2007); Walt Disney Feature Animation (1992-2002)

Selected Films: AVATAR SEQUELS; ALITA: BATTLE ANGEL; FEAR STREET PART 1; MONKEY KING 3; STAR TREK: BEYOND; SCREAM QUEENS; MONKEY KING 2; HUNGER GAMES: MOCKING JAY PT. 1; SPONGEBOB 2; STAR TREK INTO DARKNESS; OBLIVION; MI4: GHOST PROTOCOL; AVATAR; JACK REACHER; PREDATORS; CABIN IN THE WOODS; CONAN THE BARBARIAN; IRONMAN; FANTASTIC FOUR; ALIEN vs PREDATOR; DISNEY'S: TARZAN(1999); MULAN(1998); HERCULES (1997); POCAHONTAS (1995); THE LION KING(1994); ALADDIN(1992)

Info/Press/Portfolio/: <http://www.imdb.com/name/nm0672484/>

<https://www.linkedin.com/in/joseph-c-pepe-3a94b32/>

<http://characterdesignnotes.blogspot.com/2011/10/interview-with-character-and-creature.html>

<https://pepej68.artstation.com/>