

Joe Piercy

CG Generalist

mrjoepiercy@gmail.com

www.joesdemoreel.com

941 - 685 - 6091

EDUCATION

MS - Computer Science

BS - Print Management

Ball State University

SOFTWARE

Zbrush, Photoshop, Illustrator, Excel, Power Point, Premiere, DaVinci Resolve 19, Unreal Engine 5+, Maya 2025, 3DS Max, Arnold, Redshift, Substance Painter, Houdini, Marvelous

SCRIPTING

Claude Code, Python, Maya Python API, Windows Batch, Linux Terminals, Bash, QT (for user interfaces)

WORK EXPERIENCE

Present **WALT DISNEY STUDIOS**

2025 **UnReal Pipeline Technical Director**

- Executed strategic innovation demos showcasing various banner characters interacting in their environments live in UnReal Engine
- Lead the effort to adopt Capture as our team's motion capture platform and installed a new 12 camera system end to end including Ubuntu computer build and network configuration on a managed switch
- Partnered with other teams to create an Unreal scene matching a live action set to record 3+ live actors with audio in UnReal as takes via MoCap Manager, allowing numerous modifications in post
- Learned Claude Code and attained what feels like an army of ai agents that sped up coding tasks significantly
- Documented initial efforts for creating a USD pipeline

2025 **Digital Domain**

CFX Artist

Fantastic Four: First Steps

- Cloth simulation in shots with Houdini FX

2023 **Groundwork Animation**

2024 **Studio Technical Director**

The Jesus Film Project

- Created UIs for Maya and Houdini to set artist's working shot space
- Developed custom animation tools, asset importers, asset exporters, cloth shot rig installers, preroll UIs, custom deformers, etc.
- Created a modeling pipeline with UI that allowed assets to be published and shared to working space everyone could access

2023 **SPIRE ANIMATION**

2022 **Character Effects Supervisor**

Unannounced Project

- Created a Cloth Tailoring Pipeline with Marvelous Designer
- Built Cloth Garment Simulation Rigs with Houdini Vellum
- Performed downstream scene assembly with animation, cloth and hair caches in UnReal
- Worked directly with Epic to improve their hair system in UnReal 5

2022 **WALT DISNEY FEATURE ANIMATION**

2016 **Cloth/Hair/Character TD**

Encanto, Raya and the Last Dragon, Frozen 2, Olaf's Frozen Adventure, Wreck it Ralph 2, Moana

- Hair and cloth asset creation, shot simulation, python tool development
- Character and Prop Rigging (Hair-Jitsu, Exchange Student, Us Again)

2016 **DUNCAN STUDIO, BLUR STUDIO**

2015 **Studio Technical Director**

The Nutjob 2, Arctic Justice, Blossom

- Developed custom animation tools and two-way constraint systems
- Setup a V-Ray Renderfarm from scratch, coordinated with IT

2015 **DREAMWORKS ANIMATION**

2011 **Character FX Developer/Artist**

Home, How to Train Your Dragon 2, Rise of the Guardians, Puss in Boots

- Prop rig developer for Slushious [Home] and Toothless Saddle
- Senior hair developer for Hiccup, Astrid, Snotlout and Fishlegs
- Fur simulation developer for Fishlegs and Snotlout (Houdini)
- Cloth developer for North in Rise of the Guardians
- Created a surface following softmod that's used in almost every shot