

Joe Piercy

Generalist

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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

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

CERTIFICATIONS

Photoshop ACE Certified
CISCO NETWORKING: CCNA,
CCDA, CCNP, CCDP
MICROSOFT: MCSA, MCSE
COMPTIA: A+, Network +,
Security+

WORK EXPERIENCE

Present **3D Designer**

2025 **Freelance**

Just Play Toys

- 3D Design and Modeling for various playline scales
- PMS color matching for 3D printing

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**

2016 **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 **BLUR STUDIO**

Cloth/Hair TD

Star Wars Fallen Empire, Rainbow 6 Siege, Mafia 3

- Cloth setup for characters in Mafia 3 cinematic and shot simulation

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

2010 **SONY PICTURES ANIMATION, WALT DISNEY FEATURE**
2008 **ANIMATION, Rhythm and Hues**

Technical Animator [Cloth/Hair]

The Smurfs, Tangled, Alvin and the Chipmunks 2, Night at the Museum 2

- Shot simulation (cloth and hair)