



Josh Bechtol

3D Animator

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📁 PROFESSIONAL EXPERIENCE

Cinematic Animator

Visual Concepts, WWE 2K23 ✉

2022 August – 2023 March

1st AAA Shipped Title

- Collaborated daily with VC cinematic department to complete motion capture clean-up and hand-keyed animations for body, facial, and camera.
- Completed cutscene animation tasks from planning to polishing with characters, props, and cameras.
- Implemented all tasked cutscenes in-engine and polished cutscene bugs through Jira reports.

Animation TA

DigiPen Institute of Technology ✉

2021 September – 2022 April

Redmond, United States

Assisted students with written and verbal feedback for body mechanic animations. Provided mocap retargeting and technical assistance in Autodesk Maya. Directed plans for Unreal project pipelines dealing with game-ready rig and animation issues.

🎓 EDUCATION

Bachelor of Fine Arts in Digital Art and Animation

DigiPen Institute of Technology ✉

Graduated April 23, 2022

🧠 SKILLS AND SOFTWARE

3D Animation | Rigging

Previs/ Motion Capture

Cinematography/ Cinematic Pipeline

Autodesk Maya | Motion Builder

Unreal Engine

Adobe After Effects/ Photoshop

Jira/ ShotGrid | Perforce

📁 PROJECTS

Gameplay Animator ✉

Cyrah's Ascent - Coffee Break

2021 August – 2021 December

Published on Steam -

Third-person combat game, set in a corrupted ancient on a snowy mountainous environment.

- Implemented hand-keyed and polished player character animations for testing in Unreal Engine.
- Troubleshoot player feedback and animation blend space issues in-engine.

Cinematic/ Gameplay Animator ✉

Isles of Limbo - Argonautics

2020 January – 2020 August

Published on Steam -

Isometric fantasy arena fighter set on floating islands inhabited by monsters.

- Provided cinematic animations for the ending sequence and trailer.
- Contributed team with all player and enemy gameplay/cinematic animations.
- Collaborated in creating a 3D animation pipeline into a 2D custom engine.