

Joe Golling

Film & Video Maker / Motion Graphics + Print Artist

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Objective

To find a critical position where I can nurture and expand my broad skill set. To develop lasting creative and professional relationships. To be a valuable team member at a great company.

Qualifications

Producing many film/media projects in the past thirteen years, I have fine tuned my process and gained invaluable experience delivering exceptional work in high-pressure scenarios. My training has been self-directed, academic, and professional as well. Balancing my freelance business, my education, and my essential personal projects has rewarded me with honors and awards in each area.

Skills

Still Photography - 35mm, 120mm, Digital

Film / Video Cinematography - Prosumer, Pro HD

Motion Graphics / Animation - 2D, 2.5D, 3D

Life / Still Drawing - 18 years experience

Illustration / Design - 18 years experience

Retouching / Restoration - 14 years experience

Programs Used

Photoshop - Premiere Pro - After FX - Final Cut Pro - Working knowledge of Avid, Shake, Combustion, and Maya. Proficient with Illustration, Layout and Web software. DVD, Encoding and Audio software.

PC and Mac platforms

Experience

Client: Snap Judgment / 2008 - 2011 / Five short films used to promote and successfully pitch the Snap Judgment NPR Show. All projects were made with micro-budgets and tight turnarounds. Also, numerous posters and web graphics to promote individual episodes. (Camera, Artwork, Animation, Compositing, Editing) www.snapjudgment.org

Client: Unisfair / 2009 / Editing and Encoding 20+ internal training videos / Consultations on internal marketing video / Consultations on sales demo video. (Editing, Artwork, Design)

Client: Design Reactor / 6connex / 2007 - 2009 / Motion Graphics treatments for two high profile sales demos for AMD including partners like Microsoft, Sun, HP and more. For a separate feature, actors were composited and animated in DR's Virtual Event space. This piece is also being used as their product sample. A more targeted AMD Hardware demo was featured on their "hardcore" gaming site. Also completed was a sales demo for NetApp. (Consultation, Animation, Compositing, Editing, Artwork, Design)

Not Just Mine / 2006 - 12 minute environmental education movie utilizing 35mm still photography and layer based animation. The movie focuses on the need to protect small "indicator" species such as the Western Snowy Plover while also managing the health of the larger ecosystem. (Script, Direction, Artwork, Animation) **Client: Morro Coast Audubon Society, Winner of the Silver Screen Award, 2007** *US Inter. Film and Video Fest.*

Sisters Rise / 2006 - 10 minute documentary chronicling some of the obstacles poor, young women of color face in the inner city. Their hope, strength, and desire for social justice guide them on their journey to adulthood. Produced for the Center for Young Women's Development and a two semester Visual Anthropology course at SFSU. Nominated for the national Princess Grace Award. (Direction, Camera, Editing, Post-Production Graphics, Sound Mix) *Client: the Center for Young Women's Development*

Sims 2 Promo / 2005 - 360° cylindrical projection for the award-winning Electronic Arts booth at E3 2005. Featuring gameplay footage captured in full HD from the Sims 2 that was spliced seamlessly together to create a final movie file at 10053x720 pixels. The final projection was 12ft tall and more than 90 feet around. (Technical Consulting, Design, Compositing) *Client: Electronic Arts*

Time For Recovery / 2005 - Fully animated environmental educational movie focusing on the impacts against Steelhead and Salmon in western North America. At 11 minutes, the movie incorporates original 2D artwork and 3D fish models to a stylish and novel effect. (Script, Direction, Artwork, Textures for 3D Models, Animation (2D), Editing) *Client: Morro Coast Audubon Society*

One End / 2003 - 10 minute narrative caricature of a future conflict between the corruptive forces of fundamentalism and consumerism. (Script, Direction, Camera, Matte Painting, Composites, Editing, Promotion) *Personal Project: Winner of the People's Choice Award, DV8 2003, San Luis Obispo, CA*

TV Plus / 2002 - 2003 - Nine, half hour episodes of a socio-political variety show produced for San Luis Obispo Public Access TV. (Script(s), Direction, Post-Production Graphics, Camera, Editing, Sound Mix, Promotion) *Personal Project: Winner, Golden Camera Award, US International Film and Video Festival. Winner, Bronze Telly, Telly Awards*

Worm's World Party (ad campaign) / 2001 - National promotion for the video game. (Art Direction, Design, Artwork) *Client: Titus, though DDB San Francisco*

The Liberators / 1998 - Short movie of a man who is quick to act when he observes suffering at a busy shopping center. *Personal Project: Winner, First Prize, Short Attention Span Digital Video Festival, 2002 San Luis Obispo, CA*

Education

San Francisco State University (sept. 2004 - aug. 2006) B.F.A. **Cinema** - 3.73 G.P.A.

Cuesta College (sept. 2002 - dec. 2003) **Time Based Media**

City College of San Francisco (jan. 2001) **Museum Drawing (Legion of Honor, SF)**

Academy of Art (june 1995) **Figure Drawing / Still Life Painting**