

JOE OLSON

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3799 e Pinehurst Dr
Eagle Mountain, UT 84005

EDUCATION

BFA Brigham Young University, Visual Arts and Animation	2007
Utah Valley University, Illustration	2001-2003

HONORS AND AWARDS

Disney Infinity 3.0 Nominated for "Best Family Game"	2015
Disney Infinity 3.0 Nominated for "Best Social Game"	2015
Disney Infinity 2.0 Nominated for "Best of E3"	2014
Disney Infinity Nominated for "Family Game of the Year"	2013
Disney Infinity Nominated for "Boy Toy of the Year"	2013
Disney Infinity Nominated for "E-Connected Toy of the Year"	2013
Disney Infinity Nominated for "E3 Best Social/Casual"	2013
Pajama Gladiator Student Academy Award	2008
Pajama Gladiator Student Emmy	2008
Pajama Gladiator Viewers' Choice Award	2008
Pajama Gladiator Producers' Choice Award	2008

TEACHING EXPERIENCE

Brigham Young University, Provo, Utah
Adjunct Faculty, Visual Arts and Animation

August 2007 to Current

- Teach Drawing for Animation/Design
- Created Class Syllabus
- Created curriculum to include the follow subjects:
 1. Creative Process and Application to Work-flow
 2. Line Characteristics and Personality
 3. Shape Language and Shape Archetype
 4. Value and Form
 5. Design and Composition
 6. Appeal: Balancing Creativity and Knowledge
 7. Perspective
 8. Proportions of the Face and Body
 9. Abstraction and Streamlining of the Face and Body
 10. Critique
- Developed assignments, in-class exercises, mid-term projects, and final projects
- Mentored students in their work and portfolio creation
- Aid students in making contacts in the industry and helping them get interviews

PROFESSIONAL/INDUSTRY EXPERIENCE

Disney Interactive Media/Avalanche Software, 2004-Present

Art Director: Disney Infinity Toy Box(Manage Teams, Direct Visual Aesthetic, Work with Outsourcing, Interface With Tech and Programming, Aid Intern/Mentor Program, Work with Legal and Brand Approval)

Saffire, 2002-2004

Artist(Texture, Modeling, Conceptual Art, Lighting)

PUBLICATIONS

Books(contributing artist)

Jim Zubkavich, Darkstalkers Tribute,Udon Entertainment, 2009.
Suny Mann, Masters of Anatomy, 2014.

Video Games

Disney Infinity 3.0 Star Wars (2015) Disney, DIS

Disney Infinity 2.0 Marvel (2014) Disney, DIS

Disney Infinity (2013) Disney, DIS

Cars 2:The Video game (2011) Disney, DIS

Epic Mickey (2010) Disney, DIS
Radioactive Teddy Bear Zombies (2010) Adult Swim, Cartoon Network
Toy Story 3:The Video Game (2010) Disney, DIS
Bolt(2008) Disney, BVG
Hannah Montana:Spotlight World Tour(2007) Disney, BVG
Meet the Robinsons (2007) Disney, BVG
Chicken Little 2: Ace in Action (2006) Disney, BVG
Tak, The Great Juju Challenge (2005) THQ
Chicken Little (2005) Disney, BVG
Tak2:The Staff of Dreams (2004) THQ
Around the World in 80 days (2004) Vivendi Universal Games
Thunderbirds (2004) Vivendi Universal Games
Van Helsing (2003-2004) Vivendi Universal Games
J.R.R. Tolkien's the Hobbit (2002) Sierra games

ADDITIONAL LANGUAGES

Spanish: Fluent Speaking, Reading, and Writing

SKILLS

Visual Art:

- Art Direction
- Illustration
- Design
- Idea Generation
- Shape Language
- Digital Painting
- Conceptual Art
- Environment Art
- 3D Modeling
- Texturing
- Real-Time Game Engine Lighting
- Drawing/Sketching
- Marker Rendering

Computer Applications:

- Photoshop
- Maya
- Sketchbook Pro

Video Game Platforms:

- Xbox 360
- PS3
- Wii-u

Social:

- Team Leadership
- Mentoring
- Team Organization
- Systems/Pipeline
- Problem Solving

REFERENCES

Michael C. Lott, Sr Manager, Art
Phone: (801) 891-4075
Email: Michael.Lott@disney.com

David McClellan, Principal Artist
Phone: (801) 471-8661
Email: Dave.McClellan@disney.com

Chad Liddell, Lead Artist/Lead Designer
Phone: (801) 595-1020
Email: Chad.Liddell@disney.com