Joseph Brandenburg

Technical Artist

✉ josephbburg@protonmail.com

📍 Orlando, FL

🌐 Portfolio

Portfolio

Languages
- English (Native)
- Spanish (Conversational)
- Polish (Conversational)

Software
- Blender
- Autodesk Maya
- Unreal Engine 5
- Adobe Creative Cloud
- Houdini

Skills
- Software Development
- 3D Art
- Animation
- Realtime Optimization
- Profiling
- Teamwork
- Communication

References Available upon request.

PROFESSIONAL SUMMARY

Technical Artist and rigging specialist with 3 years as Lead Artist at Grow Goodness, where I led illustration, animation, and educational video production for children's educational content. Creator and developer of Mantis Rigging Nodes, a free open-source Blender addon that introduces procedural, node-based rigging for reusable, adaptable, composable rigging with group and schema components. Proficient in Python pipeline tools, autorigging, Maya/Blender workflows, and artist-friendly automation. Currently pursuing a Master's in Game Development at UCF's Florida Interactive Entertainment Academy (FIEA) to deepen expertise in real-time tools and production pipelines. Seeking opportunities to build efficient rigs and tools for animation, games, or interactive media.

WORK AND PROJECT EXPERIENCE

Everent (2026)
FIEA capstone
Studio Kismet
- Developed robust auto-rigging tool for Autodesk Maya which creates humanoid rigs following Motion Capture conventions for maximum pipeline compatibility
- Developed curve-based pivot point generator tool for Autodesk Maya
- Produced super-spline rig generator tool for Autodesk Maya
- Delivered lighting tool and stylized post-process shader

Mantis Rigging Nodes (2022-2026)
Free and Open-Source Node-based Auto-rigging tool for Blender
Nodespaghetti
- Created procedural node-based rig generation system, enabling modular, reusable components, adaptive rigs, IK/FK switching, deformers, shape keys, and much more
- Developed highly optimized Python architecture for a modular, easily extensible system
- Released for Blender 4.2+ as a community extension
- Presented "Rigging With Nodes Changes Everything!" at Blender Conference 2025, demonstrating pipeline benefits like atomic inheritance and demonstrating the software in front of a live audience and (as of March 2026) over 15000 viewers on YouTube.
- Produced 10+ tutorial videos, Discord community support, and paid Component Pack on Gumroad to boost usability and fund ongoing development
- Highly optimized Python code which can process thousands of nodes in a tenth of a second or less
- Continual support for the software via bug-fixing and feature development

Lead Artist (08/2020 - 12/2023)
Children's Books and Animations Startup
Grow Goodness
- Lead artist for startup, responsible for full chain of artistic assets from initial sketch to publication
- Produced all illustrations, animations, and art for 7 books, 10 animations, and 10 educational videos
- Utilized Python expertise to develop custom tools for rigging and skinning 20+ characters
- Technical lead, with experience developing production and pipeline tools for multiple project types, such as:
  - Extremely flexible and robust animation rig generator for character's faces
  - Python script for generating and linking entire project's scene files from the asset list spreadsheet.
  - BASH scripts for batch-processing dailies, preview shots, renders, settings changes for 30+ files
  - Animation tools such as transferring animation from one character to another, updating animation to a new rig, or serializing pose/animation data with JSON.
  - Video-editing macros and scripts for educational videos, combining speed with quality-control
  - Template files for quickly updating reusable animations for new products
  - Data recovery for corrupted files and workarounds for program errors
  - Developed numerous procedural tools for generating assets, textures, and environments
- Created dynamic, expressive character animation for a wide variety of exciting children's cartoon characters
- Designed, modeled, groomed, shaded, and rendered a cast of fun book characters and their animal friends
- Managed the production pipeline from scheduling to production to final render and deliverable product
- Created advanced Geometry Nodes modifiers to build environments (such as placing foliage using camera-occlusion culling)

Stick To Manual (08/2019 - 05/2020)
UCF Character Animation Capstone
- Developed book auto-rig and led prop rigging
- Awards Received:
  - Best Animation, Best Director, FilmCon Awards May 2020
  - Best Animation: Festigious Los Angeles - Monthly Film Competition May 2020
  - Award of Excellence Special Mention: Animation (Students)
  - Award of Excellence: Children/Family Programming (Students)
  - Accolade Global Film Competition May 2020

EDUCATION

Bachelor of Fine Art, University of Central Florida, 2020
Emerging Media: Character Animation

Master of Science, University of Central Florida, Florida Interactive Technical Academy, 2026
Game Development: Technical Art