



Joshua Lynch – Senior Environment Artist

Professional Skills

- Lead live training sessions, written documentation, and mentoring on current gen workflows.
- Passionate about look continuity across the project.
- Able to interpret direction / criticism and execute.
- Proactive in learning new skills / workflows / software and technologies.
- Strong cross-discipline collaborator.
- Organized and able to work efficiently under tight schedules.

Seattle, WA

(602) 309 - 4672

josh.a.lynch@gmail.com

www.josh-lynch.com

Software Fluency

3D Software

Zbrush, Maya, 3ds Max, Unreal,
Radiant, LithTech

2D Software

Substance Suite, Quixel
Suite, Photoshop

Art of Josh Lynch

Video Tutorials

Mentorships

Training

Presenter / Published Works

Presenter

MIGS 2016 - Masterclass

GDC 2016 – Booth Presenter

Gnomon 2016 – Guest Speaker

SIGGRAPH 2015 – Studio Class

Websites

Allegorithmic.com ([Interview](#))

CGSociety.com ([Interview](#))

3DTotal.com ([Interview](#))

80.lv ([Interview 1](#)) ([Interview 2](#))

Publications

3D Artist – Issue 100

3D World – Issues 206 & 207

Vertex 3 – Artwork featured

Springer Encyclopedia ECGG

Education

Bachelor of Arts: Digital Animation

University of Advancing Technology
Tempe, AZ

Professional Experience

Senior Environment Artist

Monolith Productions | Seattle, WA

7/2016 – Current

Unannounced Project

- Created advanced shader / material sets for environment maps.
- Established visual standards for realistic PBR textures with cohesion across the project.
- Worked with Tech Art team to ensure materials are made within budget while meeting visual standards as well as shader creation.
- Mentoring of fellow team members.

Senior Texture Artist / Environment Artist

Infinity Ward | Woodland Hills, CA

6/2015 – 6-2016

Call of Duty: Infinite Warfare

- Senior Texture Artist – Lead small texture team, training and technical support, asset creation.
- Map Lead – Created key art and ensured aesthetic across map, oversaw artists, outsourcing props, level optimization. Worked with Design & Animation to ensure an enjoyable gameplay experience.
- World building, material application, set dressing, decal placement in Radiant engine.

Environment Artist

Raven Software | Madison, WI

5/2014 – 5/2015

Call of Duty: Advanced Warfare, Ascendance DLC, Call of Duty: Black Ops 3

- World building, material application, set dressing, decal placement in Radiant engine.
- High & Low poly hard surface, organic asset creation, and material creation.

Environment Artist

Molten Games | San Diego, CA

8/2013 – 3/2014

"Project Blunderbuss"

- High & Low poly hard surface, organic asset creation, and material creation.
- Created Environment Art Style Guide and established Art Outsource pipeline.

Environment Artist

Trion Worlds | San Diego, CA

6/2011 – 8/2013

Defiance, Arkbreaker DLC, Castithan Charge DLC

- Hard surface & Organic asset creation, and created highly re-usable texture sheets for world art.
- R&D of Gradient Mapping workflows. Provided technical documentation and mentoring to team members.

Environment Prop Artist

Trion Worlds | San Diego, CA

6/2011 – 8/2013

*Hyundai Driving Sim (iPhone/PC) | Motocross Matchup (iPhone) | Trophy Lite Rally (iPhone)
Jeremy McGrath's Offroad (PS3/Xbox 360) | X Games SnoCross (iPhone) | 2XL ATV Offroad (iPhone)
2XL Supercross 2009 (iPhone)*

- High & Low poly hard surface, organic asset creation, and material creation.