

JOSHUA ENGLAND

ENVIRONMENT ARTIST

PORTFOLIO // www.joshuaengland.com

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SUMMARY

I have worked alongside teams to create worlds and environments that achieve the best aesthetic possible and inspire players to explore. I am passionate about the tools, processes, and workflows that assist with art creation. I strive to create a work environment that facilitates the sharing of techniques and skills.

PROFESSIONAL EXPERIENCE

Engineering & Computer Simulations (ECS) – Digital Artist II July 2019 – Present

- Working remotely to create art content for various military training simulations
- Optimize assets via shaders, LOD, and efficient UV layout/packing
- Light and set dress environments for Unity levels
- Design UI mockups and implement art into Unity

Funcom Inc. – Senior Environment Artist Mar. 2017 – Mar. 2019

- Creation of high quality game assets that follow the game's art direction
- Environment overview –set dressing, modular asset creation, lighting, shader construction
- Created pipeline processes to manage the project within deadlines
- Set standards and guidelines to meet performance optimizations
- Constructed presentations involving new art pipelines/software
- Mentored junior artists

Funcom Inc. – Environment Artist June 2015 – Mar. 2017

- Used proprietary engine and Unreal Engine from white boxing to final, realized environments
- Established lighting, set dressed environments, and created post process effects
- Prop creation – from high/sculpted assets to final, low poly game models

K20 Center at the University of Oklahoma – Art Director Feb. 2014 – June 2015

- Overseeing the hiring and managing of contract artists
- Communication effectively and crafting documentation for team
- Developing a cohesive visual aesthetic for games

K20 Center at the University of Oklahoma – 3D Artist Sept. 2008 – Feb. 2014

- Low and high poly prop creation
- Level design, environment set dressing, and lighting
- UI Design
- Promo materials (pamphlets, icons, videos)
- QA Lead during part of job position

Left 4 Winchester (Left 4 Dead 2 Mod) – Prop Artist Oct. 2012 – Feb. 2013

- Low and high poly prop creation
- Logo design

PROJECTS

2018 – 2019 Unannounced Heroic Signatures IP game

2017 Secret World Legends – PC

2016 Hide and Shriek – PC

2015 The Secret World – PC
2013 – 2015 Ipad/Browser Educational Games

QUALIFICATIONS AND SKILLS

- Always self-driven to gain knowledge and broaden understanding of art creation
- Works effectively in a team environment with no friction
- Produces the highest quality of art consistently
- Traditional art background with emphasis on composition and color theory
- Developed excellent documentation skills from working as prior QA Lead

SOFTWARE

- | | | |
|-------------------|----------------------|--------------------|
| • 3DS Max | • Substance Designer | • Marmoset Toolbag |
| • Blender | • Substance Painter | • SVN |
| • Adobe Photoshop | • Unreal Engine | • Perforce |
| • Zbrush | • Unity | |

EDUCATION

The University of Oklahoma

2003 - 2008

Bachelor of Fine Arts (Painting / Photography)

Minor in Art History