

JOSHUA ENGLAND

ENVIRONMENT ARTIST

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STATEMENT

Through modeling, texturing, composition, and lighting, I create environments that are believable for their respective worlds and inspire viewers/players with their aesthetics. My expression lies with my passion for games and art. The energy that exudes from a team working in unison is what drives me to create art as best as possible.

PROFESSIONAL EXPERIENCE

Funcom Inc. – Environment Artist June 2015 - Present

- Used Dreamworld Engine from white boxing to final, realized environments
- Lighting, FX, post-processing final levels
- 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
- 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
- Creating environments and lighting
- UI Design
- Promo materials (pamphlets, icons, videos)

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

- Low and high poly prop creation
- Logo design

K20 Center at the University of Oklahoma – QA Lead Sept. 2009 – June 2012

- Identifying bugs within games
- Creating and maintaining a database of detected bugs

PROJECTS

2016 Hide and Shriek – PC
2015 The Secret World – PC
2015 Deadly Distribution – Ipad/Browser
2015 Mission Delta – Ipad/Browser
2014 Perfect Strain – Ipad/Browser
2014 Mission Prime – Ipad/Browser
2014 The Detective:Verona – Ipad/Browser
2013 MYOB: Mind Your Own Budget – Ipad/Browser

QUALIFICATIONS AND SKILLS

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

SOFTWARE

- 3DS Max
- Adobe Photoshop
- Zbrush
- Xnormal
- Quixel Suite
- Substance Designer
- Substance Painter
- Knald
- UE4
- Unity
- Marmoset Toolbag 2
- SVN
- Perforce

EDUCATION

The University of Oklahoma

2003 - 2008

Bachelor of Fine Arts (Painting / Photography)

Minor in Art History