

Joshua Jay

JoshuaJayArt@gmail.com / JoshuaJayArt.com

Professional Profile

Experienced and committed artist with a recognized talent for designing immersive environments.

Technical Skills

3DS Max, ZBrush, Reality Capture, Substance Painter, Photoshop, Illustrator, Unreal Editor, Creation Kit

Work Experience

Bit Reactor, Hunt Valley, MD

Principal Environment Artist (2025-present) on *Star Wars: Zero Company*

- Model and texture environment assets
- Meshed, textured, and detailed single-player levels

Team Metal/Probably Monsters, Seattle, WA

Environment Art Director (2022-2025) on *Crimson Moon*

- Manage internal & external environmental art development
- Conceptualize environments
- Model and texture environment assets

Team Kaiju, Seattle, WA

Principal 3D Artist (2022-2022) on TBA project

- Model and texture environment assets

Bethesda Game Studios, Rockville, MD

Senior World Artist (2012-2022) on *Fallout 4*, *Fallout 76*, and *Starfield*

- Conceptualized his own environments
- Modeled and textured environment assets
- Conceptualized, modeled, and textured content for the *Fallout 76 Atomic Shop*

Epic Games, Inc., Cary, NC

Environment Designer (2003-2012) on the *Gears of War* trilogy and *Unreal Tournament 3*

- Conceptualized his own environments
- Modeled and textured environment assets
- Designed, meshed, textured, and lit single and multi-player levels

Nerve Software, Mesquite, TX

Environment Designer (2001-2003) on *Return to Castle Wolfenstein* and *Wolfenstein: Tides of War*

- Conceptualized his own environments
- Modeled and textured environment assets
- Designed, meshed, textured, and lit single and multi-player levels

Rogue Entertainment, Dallas, TX

Level Designer (2000-2001) on *American McGee's Alice*

- Conceptualized his own environments
- Designed, meshed, textured, and lit single-player levels

Ion Storm, Inc., Dallas, TX

Environment Designer (1997-2000) on *Anachronox*

- Conceptualized his own environments
- Modeled and textured environment assets
- Designed, meshed, textured, and lit single-player levels
- UI and HUD graphic designer

Dreamforge Intertainment, Inc., Jeanette, PA

Artist (1996-1997) on *Sanitarium* and *War Wind II*

- Background painter
- Cinematic texture artist
- UI and HUD graphic designer

Certifications**Art Institute of Pittsburgh, Pittsburgh, PA**

Associates Degree in Visual Communications (1993-1995)

References Available Upon Request

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