

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

Team Metal/Probably Monsters- (2022-present) Environment Art Director

- 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

- Modeled and textured 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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