Joshua Jay

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SUMMARY

• Principal Environment Artist and former Environment Art Director with 30 years in AAA games.
• Credits include Star Wars: Zero Company, Starfield, Fallout 4, Fallout 76, and Gears of War.
• Owned 2 signature Fallout 4 locations; concepted and modeled 10 top-selling power armor suits.
• Directed 5-6 outsourced artists in Chengdu and Mongolia, with final artistic approval.

KEY SKILLS

Environment Art	World Building	Art Direction
Level Art	3D Modeling	Texturing
Lighting	Visual Development	Outsourcing Direction
Art Reviews	Visual Quality Standards	Artist Mentoring

PROFESSIONAL EXPERIENCE

Principal Environment Artist 2025-2026
Bit Reactor, Hunt Valley, MD
• Took most of The Den on Star Wars: Zero Company from empty blockout to modeled completion.
• Detailed hard-surface models, polished single-player spaces, and set-dressed cinematic scenes.

Environment Art Director & Principal Environment Artist 2022-2025
Team Metal / ProbablyMonsters, Seattle, WA
• Directed 5-6 outsourced artists in Chengdu and Mongolia on Crimson Moon environments.
• Gave daily briefs and paint-overs on concepts and modular kits; triaged work to hold the schedule.
• Reviewed assets daily for quality, poly counts, and Nanite compliance; held final approval.

Principal Environment Artist 2022-2022
Team Kaiju, Seattle, WA
• Created and textured environment assets and helped set the team's visual quality standard.

Senior World Artist 2012-2022
Bethesda Game Studios, Rockville, MD
• Owned 2 signature Fallout 4 locations: the Red Rocket service station and Vault-Tec interiors.
• Owned Fallout 76 modeling: Nuclear Missile Silo, the Mire, Cranberry Bog, Whitespring Bunker.
• Concepted and modeled 10 top-selling power armor suits for the Atomic Shop.
• Built environments, props, and world content across 3 titles, including Starfield alien flora.

Environment Designer 2003-2012
Epic Games, Inc., Cary, NC
• Created environments, levels, props, and collectibles across Gears of War, Gears of War 2 and 3.
• Built Ephyra, Tyro Pillar train, Conservatory interior, Day One, Underhill, Ravens Nest, Badlands.
• Made an estimated 75-85% of the models and mesh placement in those environments.
• Modeled props and power-ups for Unreal Tournament 3.

Level Designer 2001-2003
Nerve Software, Mesquite, TX
• Built multiplayer levels for Return to Castle Wolfenstein.

Level Designer 2000-2001
Rogue Entertainment, Dallas, TX
• Designed, meshed, textured, and lit single-player environments for American McGee's Alice.

Environment Designer 1997-2000
Ion Storm, Inc., Dallas, TX
• Created environments, assets, single-player levels, and UI/HUD graphics for Anachronox.

Artist 1996-1997
DreamForge Intertainment, Inc., Jeanette, PA
• Created background art, cinematic textures, and UI/HUD graphics for Sanitarium and War Wind II.

EDUCATION

Associate Degree in Visual Communications 1993-1995
Art Institute of Pittsburgh, Pittsburgh, PA

SELECTED AAA CREDITS

• Star Wars: Zero Company, Starfield, Fallout 4, Fallout 76, Gears of War Trilogy
• Unreal Tournament 3, Return to Castle Wolfenstein, American McGee's Alice, Anachronox

TOOLS

• 3D / Environment: 3ds Max, ZBrush, Blender, RealityCapture, Substance Painter
• 2D: Photoshop, Illustrator. Engines / Editors: Unreal Editor, Creation Kit

GENERATIVE AI

• ComfyUI, visual diffusion models, ControlNet, custom LoRA training for faster concepting

PORTFOLIO

• JoshuaJayArt.com