

Josh Ball

3D Game Artist/Concept Artist

SKILLS

- Extensive experience with Idtech5 and Unreal Engine.
- Low Polygon Modeling, Organic & Hard-Surface Sculpting, Normal Mapping, Texturing.
- Maya, 3ds Max, Modo, Photoshop, Corel Painter, Mudbox, Zbrush, 3dcoat.
- Concept Art, Digital painting, Oil Painting, Life Drawing skills.
- Experience Managing/Art Directing outsourced assets.

EXPERIENCE

Environment Artist, Id Software. 1/2010-Present

- World building and environment art creation. Worked closely with designer on maps for Doom 4. In charge of setting up composition and lighting of scenes in the environment as well as creating assets and managing needed assets for the level. Also modeled and textured props.

Sr. Artist, Pi Studios. 8/2008-11/2009

- Hard surface and organic 3D sculpting, normal mapping, and texture creation of environment assets for an unannounced next-gen title using the IdTech5 engine. In addition to building environments part of my duties also include prototyping and development of a workflow for the rest of the art team on new technology.

Sr. Environment Artist, Midway Games-Austin. 5/2007-8/2008

- 3D Modeling, normal mapping, and texture creation of environment assets for an unannounced next-gen title using Unreal 3. In addition to building environments part of my duties also included managing and providing art direction on outsourced environment assets. Also, I worked closely with leads and other environment artists to enhance player movement through the environments in order to help the Designers streamline game play while remaining visually impressive.

Game Artist/Concept Artist, Pi Studios. 1/2005-5/2007

- 3D Modeling, normal mapping, and texture creation of first person weapons and environmental assets built to Next Gen standards for Activision's Call of Duty 2 for Xbox 360 and PC and Call of Duty 3 for PS3, Xbox 360 and Wii. And Mercenaries 2 for PS2.

Game Artist, Time Gate Studios. 2/2004-1/2005

- 3D model and texture creation of over 100 unique objects for Axis and Allies: RTS, Published by Atari. Worked closely with Art Leads to unify look and feel of game. As well as contributed efforts on interface designs, high-poly Cinematic Animations and Compositing for FMV's.

EDUCATION

Associate of Applied Science in Computer Animation, The Art Institute of Houston, 1999
A Founding Member of the AIH Chapter of the National Vocational Technical Honor Society
Received the Merit Scholarship Award
Received "Best of Show" award at Graduation Portfolio Show

Visit my portfolio at <http://www.joshball.com/portfolio>