

Josh Markham

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Objective To work as an environment artist or designer at a game development studio that will utilize my abilities and teamwork experience to create fun and engaging games.

Education 2005-2009: Savannah College of Art and Design
Bachelor of Fine Arts in Interactive Design & Game Development

Skills High and Low Poly Modeling
Texture Baking and Painting
UV Layout
Material Creation
Set Dressing
Level Design
Lighting
Whiteboxing

Applications Unreal Editor
Unity 3D
Autodesk Maya
Autodesk 3D Studio Max
Adobe Photoshop
Headus UVLayout
CrazyBump
xNormal
Pixologic Zbrush
nDo

Experience January 2013-Present, Bungie, Associate Environment Artist
-Level blockout and set dressing
-Asset modeling and texturing
-LOD and collision modeling

June 2009-December 2012, Kiz Toys Inc., Level Artist/Designer
Critter Escape, iOS/Android
Smashmuck Champions, PC
-Prop modeling and texturing
-Level design and set dressing in Unity
-Material and shader creation
-Wrote design docs and proposals for projects
-Created 3D art used as 2D sprites in Flash games
-Developed and maintained asset pipeline

2012, Pulseworks, *Freelance*
-Modeled and textured terrain for *Endeavour: Space Mission Hubble* film
-Built environment props and set dressing
-Modeled and textured props to be used on iOS app
-Handled both high resolution for renders and low resolution for mobile

2010, Perpetual FX Creative, *Freelance*
-Created assets for *Rocket Racing League* for the iPad
-Brought models up to iPad specs from the iPhone
-Baked normal maps
-Painted pin striping patterns for custom colors

Honors 2009, Winner, "Talus", Game Developers eXchange 2009, Environment and Level Design category
2009, Finalist in Irish American Arts Awards XNA Contest
2005-2009, Academic Honors Scholarship, SCAD

