Josh Markham

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Objective To work as an environment artist or level 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
Normal Map Baking
Texture Map Painting
Set Dressing
Level Layout
Lighting

Applications

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

Experience

2009-Present, Kiz Toys Inc., Level Artist
- -Prop modeling and texturing
- -Level Design and set dressing in Unity
- -Shader creation in Unity
- -World-building in Hero Engine
- -Created 3D art used as 2D sprites in Flash games
- -Developed and maintained asset pipeline

2010, Perpetual FX Creative, Freelance Artist
- -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

2009, Electronic Arts, Professional Production Practices
- -Modeled and textured assets for potential in-game use
- -Utilized professional workflow and practices
- -Created high-poly work

2008 & 2009, Conference Associate, Game Developer's Conference
- -Worked as a volunteer at GDC
- -Acted as part of a team to carry out daily tasks

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