

Joseph Bird

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Highly motivated professional Environment Artist with shipped AAA title experience. Proven abilities to meet tight deadlines. Self confident and poised under strict guidelines. Excellent time management skills and ability to manage multiple projects from conception to completion.

WORK EXPERIENCE:

World Artist - Mythic Entertainment April 2007 - April 2009
Shipped Title: Warhammer Online: Age of Reckoning

World Artist – Junction Point July 2009 – Present
Epic Mickey: T.B.A.

RESPONSIBILITIES:

- Produce fun and exciting level designs from base up or with working in a team of designers
- Provide texturing, lighting, and model placement for designed levels
- Highly proficient in creating distinctive and complex textures and assets for environments
- Maintained consistent lighting information for multiple texture surfaces
- Maintained model placement between multiple factions
- Create game worlds using our in-house editing tools
- Ability to quickly learn new software and stay informed of industry trends
- Give input on level design issues and provide creative solutions
- Contributed solutions to game flow functionality issues at daily team meetings
- Work from concept art to create environments
- Consistently matched the theme of conceptualized environments
- Communicate with designers, programmers and other members of the art team
- Able to communicate technical issues effectively with inter-departmental team members.
- Over see select assets produced by outsourcing team

QUALIFICATIONS:

- Three years of educational game development training
- Four years of professional game development creation
- Strong background in art and architecture
- College curriculum focused on illustration, perspective and life drawing
- Understanding of how the environment affects game play
- Implemented principles of logical navigation, innovation and artistry to create immersing player experiences
- Experience using game level and world building tools
- Familiar with the functionality of Unreal Editor
- Five years creative experience in both Photoshop and 3D Studio Max/Maya
- Prior experience in level design is a plus
- Responsible for concept and design of multiple

- environments assigned by Creative Lead
- Established skill in multitasking, creative problem solving and time management in a goal-oriented creative department
- Experience making high poly normal maps using Zbrush/Mudbox pipeline
- The ability to manage others and communicate artistic and technical problem solving.

EXPERIENCE:

- Shipped AAA title Warhammer: Age of Reckoning
- Fluent in both 3D Studio Max and Photoshop
- Understanding of real-time modeling and texturing constraints, and the ability to work within them
- Educated in the constraints of poly counts and texture memory on next-generation for consoles or PC.
- Ability to translate concept and reference artwork into 3d game assets, efficiently and within game engine specifications
- Skillful in accurate interpretation of concept artwork
- Able to work within a schedule and adapt quickly to changes
- Produced game assets in a fast-paced deadline driven environment
- Skilled in concept drawing and illustration
- Familiar with implementation of real-time shaders on assets

SKILLS:

3D Studio Max
 Photoshop
 Bodypaint
 Crazy Bump
 Mudbox
 Zbrush
 O.S. Management

Maya
 Level Design
 After Effects
 Unreal
 Gamebryo
 Traditional Drawing Skills
 Passionate About Games

EDUCATION:

Art Institute of Phoenix
 B.A. Game Art and Design
 October 2003 - October 2006

ACCOLADES:

“The world of Warhammer Online is a diverse one. From the massive stone valleys of the Empire Capital Altdorf to the mountain home of the Dwarves, there's a lot to see.”

-Jason Ocampo
IGN.com
 IGN Game Rating: 9.0
 10/09/08

(References upon request)