



## Freelance artist

joshpurple.artstation.com

1999 – Present (18 years) | Greater Minneapolis-St. Paul Area

Digital and Traditional art, illustration, 3D, 3ds Max, Maya, Vray, Iray, Mudbox, ZBrush, Adobe CC (Photoshop, Illustrator, AfterEffects, <more>), MotionBuilder, Rendering, Animation, Rigging, textures, Torque engine, Unity, Unreal engine, O.G.R.E., oFusion,

## Creative Designer and Graphic Production



Banner Engineering

October 2013 - November 2016 | Minneapolis, Minnesota

3ds Max specialist, rendering 3D models (Pro E, CAD files, etc.) for print, web, catalog & apps.

## 3D Pre-viz modeler & Illustrator Contractor



Cre8Play

January 2011 – Present (3 years) | 5121 Winnetka Ave N Suite 108 New Hope, Minnesota 55428 United States

Worked with 3ds Max (Vray, Iray, and mentalray), SketchBook Pro, Photoshop, Sketch-Up Pro, AutoCAD, as a Freelance contractor in creating 3D models, concept character designs, and illustrations for custom playground installations.

## Guest Cartoonist, volunteer



Children's Hospitals and Clinics of Minnesota

January 1996 – Present (18 years) | 2525 Chicago Ave. S. Minneapolis, MN 55404

Volunteer Guest Cartoonist for the 'Kids Clubhouse' show with Star Studio.

## Freelance Character Animation Contractor



Comcast Spotlight

May 2013 – July 2013 (3 months) | Greater Minneapolis-St. Paul Area

Animated cartoon character for t.v. commercial; lipsync, rigging, rendering using 3ds Max & After Effects.

## Freelance Animation & Modeling Contractor



Meditech Communications

January 2013 – February 2013 (2 months) | St.Paul, Minnesota

Medical animations, modeling, and rendering using Maya and After Effects.

## 3D modeling Freelance Contractor



Make Retail

January 2012 – December 2012 (1 year) | 867 Pierce Butler Route St. Paul, MN 55104

Worked with 3ds Max creating 3D models for use by Make Retail.

## Account Executive



ghOst Productions, Inc.

February 2011 – May 2011 (4 months) | 1700 Highway 36 West • Suite 830 • Roseville, MN, 55113

Worked with client accounts for 3D medical animations.

## Education

### Macalester College

B.A., Studio Arts, Speech Communications  
1985 – 1989

Graduated top honors, Water Color Apprentice abroad (Island of Carriacou),  
Activities and Societies: Football, Rugby, Debate Team

### Academy College

A.A.S., Computer Animation, Computer Scie  
2000 – 2003

Graduated Summa Cum Laude, Class Speaker, 4.0 GPA.  
Activities and Societies: 3ds Max User Group,  
Maya User Group, Character Gaming, Game Level Creation  
Mpls/St.Paul Chapter of ACM/SIGGRAPH,



"Wescott Park Ripken Baseball Glove,"  
North Charleston

3D model design,  
by Josh Purple

