

# JOSHUA ENGLAND

ENVIRONMENT ARTIST

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## STATEMENT

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Through modeling, texturing, composition, and lighting, I create environments that are believable for their respective worlds and inspire viewers/players with their aesthetics. My expression lies with my passion for games and art. The energy that exudes from a team working in unison is what drives me to create art as best as possible.

## PROFESSIONAL EXPERIENCE

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**Funcom Inc. – Senior Environment Artist** Mar. 2017 - Present

- Create tasks and manage a team of artists on Secret World Legends
- Environments – white boxing, lighting, post effects, and level design
- Prop creation – from high/sculpted assets to final, low poly game models

**Funcom Inc. – Environment Artist** June 2015 – Mar. 2017

- Used Dreamworld and Unreal Engine from white boxing to final, realized environments
- Lighting, FX, post-processing final levels
- Prop creation – from high/sculpted assets to final, low poly game models

**K20 Center at the University of Oklahoma – Art Director** Feb. 2014 – June 2015

- Overseeing the hiring and managing of contract artists
- Developing a cohesive visual aesthetic for games

**K20 Center at the University of Oklahoma – 3D Artist** Sept. 2008 – Feb. 2014

- Low and high poly prop creation
- Creating environments and lighting
- UI Design
- Promo materials (pamphlets, icons, videos)

**Left 4 Winchester (Left 4 Dead 2 Mod) – Prop Artist** Oct. 2012 – Feb. 2013

- Low and high poly prop creation
- Logo design

**K20 Center at the University of Oklahoma – QA Lead** Sept. 2009 – June 2012

- Identifying issues within games
- Creating and maintaining a database of detected bugs

## PROJECTS

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2016 Hide and Shriek – PC  
2015 The Secret World – PC  
2015 Deadly Distribution – Ipad/Browser  
2015 Mission Delta – Ipad/Browser  
2014 Perfect Strain – Ipad/Browser  
2014 Mission Prime – Ipad/Browser  
2014 The Detective:Verona – Ipad/Browser  
2013 MYOB: Mind Your Own Budget – Ipad/Browser

## QUALIFICATIONS AND SKILLS

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- Always self-driven to gain knowledge and broaden understanding of art creation
- Works effectively in a team environment with no friction
- Strives to produce the highest quality of art consistently
- Traditional art background with emphasis on composition and color theory
- Developed excellent documentation skills from working as QA Lead

## SOFTWARE

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- 3DS Max
- Adobe Photoshop
- Zbrush
- Xnormal
- Quixel Suite
- Substance Designer
- Substance Painter
- Knald
- UE4
- Unity
- Marmoset Toolbag 2
- SVN
- Perforce

## EDUCATION

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**The University of Oklahoma**

2003 - 2008

Bachelor of Fine Arts (Painting / Photography)

Minor in Art History