

JOSEPH BRAMLETT

3D & Digital Artist

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✉ josephbramlett@msn.com

🎓 EDUCATION

DigiPen Institute of Technology, Redmond, WA

Master of Fine Arts in Digital Art
(August 2017)

University of Arkansas Fort Smith, Fort Smith, AR

Bachelor of Arts in Studio Art
(May 2014)

EXP. EXPERIENCE

METONYMY 2015-2017

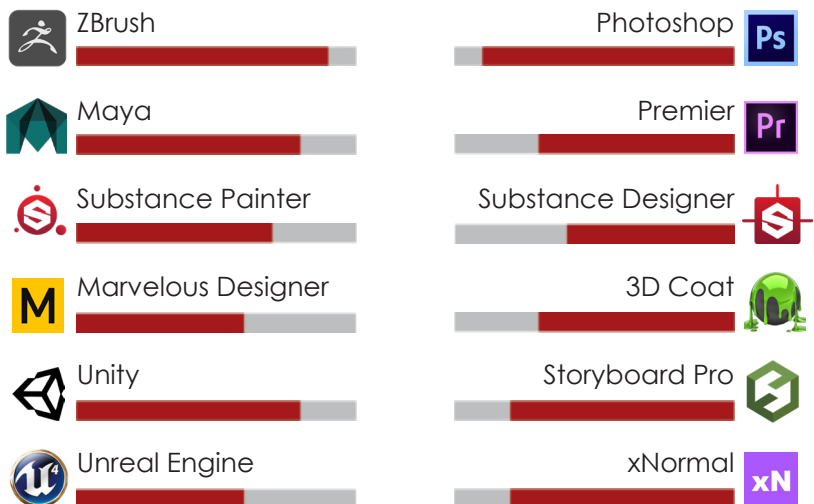
• **Character Artist**

Designed and created a suite of six stylized characters utilized in the Unity Engine.

My pipeline for each character covered the concepting, 3D modeling of both low and high poly models, creating the various texture maps, and setting up their in-engine shaders.

On Top of this I also created the animation rigs, painted the skin weights for each of them and then utilized a combination of keyframe animation and motioncapture to create all the animations for the project.

🛠 TOOLS



🔥 MISSION

My sincerest ambition is to work on games that are pushing the medium forward through engaging visuals, compelling characters and intriguing narratives.

✂ SKILLS

- Digital Sculpting
- Modeling
- Retopology
- Texturing
- Rigging
- Animation Blending and Cache Integration
- Game Design
- Character Design
- Narrative Design
- Filmic Lighting
- Story Boarding
- Traditional Drawing, Painting and Sculpting

🔗 OTHER LINKS

artstation.com/artist/josephbramlett

[linkedin.com/in/josephbramlett](https://www.linkedin.com/in/josephbramlett)