

JOE TAYLOR ART

3D ENVIRONMENT ARTIST   

Games Portfolio: [Http://JoeTaylorArt.Artstation.com](http://JoeTaylorArt.Artstation.com)

2D Art Portfolio: [Http://JoeTaylorArt.co.uk](http://JoeTaylorArt.co.uk)

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Personal Profile

A highly motivated artist that enjoys working in different art styles, stylized and realistic. Enjoys a challenge, eager to learn new techniques, workflows and software. Always tries to help others by providing ideas and criticism, as well as take on feedback for self improvement.

A reliable, dedicated, hardworking individual, that wishes to succeed in the games industry, with a passion for creating believable 3D environments and props. Can be found in Discord community groups regularly providing feedback and taking any suggestions on board, taking part in competitions, game jams and creating articles to pass knowledge on. Has excellent communication skills and enjoys working with others in a studio environment.

Experience

2018-2019

CANALSIDE
STUDIOS

Canalside Studios

Lead Environment Artist

I undertook a one year placement at Canalside Studios, where I worked on an unreleased title for 6 months and then another 6 on 'Little Awesome Dudes,' a VR title made by a team of 8, which we published on Steam. I was responsible for the planning and production of both realistic and stylized environments and props from start to finish throughout the year, as the lead environment artist on the team. The year helped me to become familiar with Unreal Engine, developing an art style/direction and provided me invaluable experience of working full-time collaborating with people of other specialisms in a studio environment.

Awards

2020



The Rookies

Excellence Award - Showing a high level of skill

Draft Selection - Ranking highly in the judging panel



GameRepublic

Rockstar Leeds Award for Best Team - 1st

Sumo Digital Award for Game Design - 1st

Rebellion North Award for Game Art and animation - 3rd



Search for a Star X

One to Watch Award

Education

2016-2020

University of Huddersfield

Computer Games Design BA(Hons)

First Class A (85)

2014-2016

UTC Sheffield

Media, English, Art Dist*Dist*,B,C

2009-2014

Ecclesfield School

11 GCSE's 11 A*-C's (A*A*BBBBCCCC)

Software

Proficiency

3DS Max, ZBrush

Substance Suite, Photoshop

Megascans

Unreal Engine 4

Marmoset, World Creator

References

Academic Reference

Matthew Novak

Senior Games Design Lecturer

University of Huddersfield

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Employer Reference

Duke Gledhill

Studio Producer

Canalside Studios

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