

# JOSH WATSON

3D Modeler and Environment Artist

Sarasota, FL. 34240

252-424-2200

WatsonGameLabs@gmail.com

## SUMMARY

Skilled 3D modeler and environment artist experienced in leading industry software; Maya, Unreal Engine, and Substance Suite. Able to communicate ideas effectively and complete project deliverables as scheduled. Strong work ethic built on military and leadership experience. Formally educated in 3D game design and development.

## KEY SKILLS —

- Hard Surface Modeling
- Lighting and Rendering
- UV and Texture Mapping
- 3D Modeling and Animation
- Game Design Principles
- Leadership
- Collaboration
- Problem-solving
- Project Management

## TOOLS —

- Unreal Engine
- Maya
- Substance Suite
- ZBrush
- Adobe Photoshop



## MAJOR PROJECTS

### **Doomba (2023): Lead 3D Modeler and Environment Artist**

- Created 46 full 3D assets with unwrapped UVs and texture maps representing 200+ hours in Maya, Substance suite, and Unreal.
- Conceptualized plot and objectives, scripted gameplay and level design, and individually created 3D models based on concept art including cargo, space station, and interactive airlock dynamics.
- Lead team in progress of objectives, timelines, and deliverables and milestones. Provided critical feedback and enabled problem-solving resources for collaborative resolutions.
- Delivered playable game on track for market deployment Q1 2024, downloadable here: [www.WatsonGameLabs.com](http://www.WatsonGameLabs.com)

### **Survival Island Biome (2022): 3D Modeler and Environment Artist**

- Created hard surface, organic, and character 3D models in Maya and crafted the materials in the Substance Suite.
- A survivalist stylized biome crafted from concept through final production. Assets crafted from original African island inspired concept art. Developed visual interest and dynamic setting using hard surface 3D models.

## EDUCATION

### **Ringling College of Art and Design, Sarasota, FL.**

*Bachelor of Art in Game Art*

Exp. Graduation May 2024

Majors: 3D Hard Surface Modeling and Environment Art

## SERVICE

### **United States Marine Corps, 2011-2020**

*Recruiter, 2017-2020*

*Main Battle Tank Mechanic, 2013-2017*