

JOEL R DURHAM

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OBJECTIVE

TO PUT MY SKILLS TO WORK AT A DYNAMIC COMPANY WHERE I CAN CONTRIBUTE TO CREATING CUTTING-EDGE VISUALS AND CONTINUE TO GROW AS AN ARTIST AND INDIVIDUAL.

PROFILE

- * ABILITY TO LEARN QUICKLY, A TEAM PLAYER, ALSO VERY SELF-MOTIVATED
- * STRONG DESIRE TO EXPAND KNOWLEDGE BASE OF ART, SOFTWARE AND CODE
- * EXPERIENCE WRITING HLSL SHADERS AND WORKING WITH PROGRAMMERS TO SOLVE TECHNICAL ISSUES.
- * TRADITIONAL ART BACKGROUND
- * EXCELLENT PROBLEM SOLVING AND COMMUNICATION SKILLS

JOB EXPERIENCE

**FREELANCE CHARACTER ARTIST, MPC SANTA MONICA
FEBRUARY 2015 - CURRENT POSITION**

**ENVIRONMENT ARTIST, SLEDGEHAMMER GAMES
MAY 2014 - FEBRUARY 2015
TITLE: CALL OF DUTY - ADVANCED WARFARE**

**3D ARTIST, STARDOCK ENTERTAINMENT
JUNE 2011 - MAY 2014**

**TITLE: SORCERER KING
CONCEPT ART, MODELING, TEXTURING, SHADER DEVELOPMENT**

**TITLE: GALACTIC CIVILIZATIONS 3
CONCEPT ART, MODELING, TEXTURING**

**TITLE: SINS OF A SOLAR EMPIRE
LEAD ARTIST ON PROJECT SINCE NOVEMBER 2011
MODELING, TEXTURING, LOOK DEVELOPMENT, LIGHTING, SHADER DEVELOPMENT
OUTSOURCING ASSET COORDINATOR**

**CONTRACT 3D ARTIST, EMOTIONAL ROBOTS INC.
OCTOBER 2013 - FEBRUARY 2014
MODELING, TEXTURING**

**3D ARTIST, NINTH RAY STUDIOS
SHORT FILM "GUMDROP" BY KERRY CONRAN –
MARCH 2012
MODELING, TEXTURING, SHADING & LOOK DEVELOPMENT**

**3D ARTIST, SEVEN FOLD FILMS
2010
MODELING, TEXTURING, LOOK DEVELOPMENT.**

EDUCATION

- GNOMON MASTER CLASS ONLINE COURSE
DEC 2013
- COLLEGE FOR CREATIVE STUDIES, DETROIT, MI - INDUSTRIAL DESIGN,
DEC 2012
- FULL SAIL UNIVERSITY, WINTER PARK, FL - BACHELOR OF SCIENCE DEGREE
IN COMPUTER ANIMATION
GRADUATED: MAY 2009

SKILLS

- MODELING, DIGITAL SCULPTING, CONCEPT ART CREATION, TRADITIONAL
PAINTING, TEXTURE PAINTING AND LOOK DEVELOPMENT.

SOFTWARE KNOWLEDGE:

- PROFICIENT: PHOTOSHOP, MAYA, 3DS MAX, SOFTIMAGE, MARI, 3D COAT,
ZBRUSH, NDO, DDO, XNORMAL, UNREAL 4, WINDOWS, MAC OS X.
- EXPERIENCED: MUDBOX, SUBSTANCE DESIGNER 4, SUBSTANCE PAINTER,
PAINTER X, MODO, ADOBE ILLUSTRATOR, PERFORCE.

