

Joshua J Robertson

3D Environment Artist

London - joshuarobertsonart@gmail.com - 07849982584

Website/Portfolio: www.joshuajrobertson.com

Modelling | Sculpting | Texturing

A committed and talented 3D environment artist with extensive skills in modelling, sculpting and texturing for both hard-surface and organic assets. Additionally, a thorough practical knowledge of lighting, rendering and level building within Unreal & Unity engines, with a sharp eye for detail, composition and colour. Dedicated to exploring new areas of a video games pipeline with an excellent grasp on the development of technology used throughout the industry and eager to bring a diverse skill set into an evolving creative environment.

A highly motivated, retentive learner with the adaptability to apply new techniques quickly and approach new challenges while demonstrating excellent organisational and time-management skills throughout all projects. Also displaying great interpersonal skills including communication and team-working, strengthened from various work experiences, game jams and university.

Technical

Hard-Surface & Organic Modelling - Sculpting -
Texturing - Lighting - UV Mapping - Retopology -
Level Building - Rendering - UE4 Cinematics -
Photo & Video Editing

General

Creativity - Project Management - Problem
Solving - Attention to Detail - Organisation &
Planning - Leadership - Team Working -
Communication

Software



Maya



Arnold



ZBrush



Substance
Painter



Unreal
Engine 4



Unity
Engine



Photoshop



After Effects



Marmoset
Toolbag

Education

BA(Hons) | 3D Game Art & Animation | Grade: 2:1 | SAE Institute, London

2017 - 2019

BTEC Level 3 | I.C.T

2011 - 2014

GCSE | 9 GCSE's (A-C) Including Maths, English & Science

2009 - 2011

Professional Experience

Doonamai | Game Studio | Freelance Environment Artist

September 2021 - Present

Currently creating landscapes for Doonamai's upcoming 3D card game 'Dark Table CCG'. I have been given almost full creative freedom on this project, while still maintaining each landscape's style and lore to suit the card type it is created for.

MP Squares | Event Crew Company | Crew Member

2019 - 2020

I worked as part of a crew who helped set up shows and events at various locations around London. I predominantly worked in theatres and venues such as the 'London Coliseum' and 'London Excel Centre'.

Godfathers Locations Ltd | Security Company | Security

2014 - 2017

I worked as part of the security team on many film sets, photoshoots and locations across London. I was lucky enough to be a part of a few large movies, including 'James Bond: Spectre' & 'Mary Poppins'.

References provided upon request