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EDUCATION:

The Art Institute of Dallas March 2014
Bachelor of Fine Arts in Media Arts and Animation

SKILL SET:

- Proficient in Autodesk® 3ds Max, Mudbox, and Zbrush
- Skilled in Adobe® CS5 Photoshop, After Effects, Premiere and Audition
- Advanced in high poly and low poly modeling for games and cinematics
- Knowledgeable in color theory and texturing using both Photoshop tools and 3D programs to get the best out of every model
- Creative in the design and modeling of concept art and storyboard ideas
- Able to work creatively together with teams and people of all parts of the world

PROFESSIONAL EXPERIENCE:

Lead 3D Artist December 2014 - current
Sector 5 Digital, Arlington, Texas

- Modeled, textured, lighted and animated CG products for clients such as Wilsonart and NEC
- Produced future renderings of clients products to present in there show events

Intern 3D Artist April 2014 – December 2014

PicturePlane Imaging, Arlington, Texas

- Devised and built 3D hard surface and architectural models based off concept art for game covers, promotional marketing ads, and retail packaging designs.
- High-res low poly and AutoCAD geometry files for high rendering imaging

PUBLICATIONS AND AWARDS:

Future plc, Bath, United Kingdom May 2014

- Flores, Josh. "Master Hard Surface and Organic Modelling." *3D World Magazine* May. 2014: 88-91. Print.

The Art Institute of Dallas, Dallas, Texas March 2014

- Awarded the "Most Outstanding Graduate" in Media Arts and Animation