

Joshua Lynch - Environment Artist

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Technical Skills

- Radiant
- Unreal 4
- Substance Designer / Painter
- ZBrush
- Quixel Suite
- Maya / 3ds Max
- Photoshop

Professional Skills

- Understanding of studio pipeline needs
- Able to interpret direction/criticism and execute
- Proactive in learning new skills/workflows/software and technologies
- Passionate about mentoring fellow team members
- Cross-discipline collaborator and creative / technical resource for the art team
- Organized and able to work efficiently under tight schedules
- Strong ability to work from designer blackout to final art pass

Instructor / Presenter

- SIGGRAPH 2015 - Taught a live interactive class to over 40 students using Substance Designer.
- GDC 2016 – Scheduled to present at Allegorithmic booth during conference.

Published Works

- Allegorithmic.com – Textures were used as part of promotional campaign for software update.
- Vertex 3 – Textures were featured on “Page 300” of art book.
- CGSociety.com - Interviewed for an article about Substance tools titled “[Material Men](#)”.
- 3DTotal.com – Interviewed for a feature “[Texturing for triple-A games at Infinity Ward](#)”.
- Spring Encyclopedia ECGG - Textures were featured in entry "The New Age of Procedural Texturing."

Professional Experience

6/2015 – Present

Infinity Ward | Woodland Hills, CA

Environment Artist | *Unannounced Project*

- Point Art Person - Ensure aesthetic across map, oversee artists, outsourcing of props, level optimization.
- Material Specialist - Create key materials to match game aesthetic within shader and level budget.
- World building, material application, set dressing, decal placement in Radiant engine.
- Created hard surface and organic PBR textures within budget and shader limitation.
- Lead multiple live training sessions on Substance Designer.

5/2014 – 5/2015

Raven Software | Madison, WI

Environment Artist | *Call of Duty: Advanced Warfare, Ascendance DLC, Call of Duty: Black Ops 3*

- World building, material application, set dressing, decal placement in Radiant engine.
- High & Low poly hard surface, organic asset creation, and material creation.
- Lead multiple live training sessions on ZBrush workflows and associated written tutorials.

8/2013 – 3/2014

Molten Games (Studio Closed) | San Diego, CA

Environment Artist | *“Project Blunderbuss”*

- High & Low poly hard surface, organic asset creation, and material creation.
- Created Environment Art Style Guide and established Art Outsource pipeline.

6/2011 - 8/2013

Trion Worlds (Studio Closed) | San Diego, CA

Environment / Prop Artist | *Defiance, Arkbreaker DLC, Castithan Charge DLC*

- High/Low poly modeling and texturing of hard surface and organic props.
- Created texture sheets with highly re-usable tiling strips and modular elements.
- R&D of Gradient Mapping workflows. Provided technical documentation and mentoring to team members.

2/2009 - 6/2011

2XL Games | Phoenix, AZ

Environment & Prop Artist

Hyundai Driving Sim (iPhone/PC) | *Motocross Matchup* (iPhone) | *Trophy Lite Rally* (iPhone)
Jeremy McGrath’s Offroad (PS3/Xbox 360) | *X Games SnoCross* (iPhone) | *2XL ATV Offroad* (iPhone)
2XL Supercross 2009 (iPhone)

Education

2006 - 2008

University of Advancing Technology, Tempe, AZ

Bachelor of Arts: Multimedia – Focus: Digital Animation