



**j o s h u a n e f f**

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**Objective** Using my talents in order to become a steadfast and paramount asset to the studio.

**Skills**

- Strong artistic analytical abilities on multiple mediums, both traditional and digital
- Proven ability to function well in both relaxed and high-pressure situations
- Knowledgeable of the full artistic game design pipeline
- Unmatched dedication and motivation in projects, regardless of exterior influences
- Able to quickly analyze problems and create solutions while working in both traditional and agile management methodologies

**Software**

**Proficient**

Adobe Photoshop	10+ years of general experience, 3 years of texture focus
3ds Max	3 years non-organic modeling, unwrapping, animation, rigging
Unreal Engine	3 years with a primary focus on shaders and texture work.
Microsoft Office	Experienced with Word, Excel, Outlook, PowerPoint, Groove

**Highly Knowledgeable**

Torque Game Builder	2 years use with moderate scripting knowledge
Torque Game Engine	2 years use with general engine knowledge and scripting

**Experienced**

Adobe Flash	Adobe Dreamweaver	Adobe Fireworks
Adobe Audition	FX Composer	Visual Studio

**Relevant Experience**

**Freelance**

TalkingAboutGames.com (2009)	Multiple contest banners using Photoshop
Hills Pet Nutrition (2008)	Project using 3ds Max

**TKDA Proof of Concept Project - Communications Manager** **2009**

Use of Excel, Groove, online, verbal, and mobile communication to provide a means of constant contact between members of a 50 person team.

**The Last Kauri- Producer / Artist** **2008**

Accountable for organization and agile management of 14 people as well as contributing artistic assets. Focused on communication, found dynamic solutions to developmental problems, commended exemplary levels of drive and dedication.

**The Tree Sim- Producer** **2008**

Independent proof of concept project in Torque Game Engine using waterfall management. Responsible for organizing the roles and tasks of 15 team members, tracking assets, finding solutions to insure a smooth development process.

**Invasion- Art and Production Lead** **2007**

Invasion was an assault based mod for Unreal 2004 created by a 15 man team. During the project I was responsible for project management, art direction. Acted as Lead Texture Artist as well to meet project deadlines.

**Education**

<b>Brown College</b>	<b>2006-2009</b>
Bachelors of Science – Game Design	GPA 4.0

<b>St. Olaf College</b>	<b>1999-2002</b>
Psychology and Sociology Focus	

**Awards and Honors**

Brown College- Dean's List  
Shawnee Heights High School - Role Playing and Games Club President  
St. Olaf Volunteer Service Scholarship  
National Leadership Forum on Medicine Participant, San Francisco, California