

## JOSHUA PEARSON

3D Environmental Artist/ 3D Asset  
Developer/ UI Designer/ Level  
Designer



I am a 3D artist with 2 years' experience in games design, and 5 months working within the industry. I am passionate about 3D art and games development and I believe I have a strong skillset in both traditional and digital arts. I work well under both my own initiative, and as part of a team. I am determined to work within the games industry with other people who share my passion to create and build worlds for others to enjoy. My ambition is to work within the gaming industry.

## CONTACT

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## EDUCATION

- **Chapel-En-Le-Frith High School** 2009 - 2014  
11 GCSE Certificates (2 C's, 5 B's, 2 A's, 2 A\*\*s)
- **Macclesfield College** 2014 - 2016  
BTEC Level 3 Extended Diploma in Computer Games Design & Animation (D\*D\*D\*)
- **The University of Salford** 2017 - Present  
Bachelor of Science Degree in Computer & Video Games Design

## WORK EXPERIENCE

- **Design Intern / Mobile Game Developer**  
TRUNK Jan 2019 - July 2019



I Developed a mobile game with a fellow student, taking the role of Lead Artist. 'Time Travel Tennis' is set to release in the next few months on the app store and play store. I was in charge of coming up with ideas for courts, the environments they were in, characters, customisations, and art direction. I created and developed all of the 2D and 3D assets in the game, this includes optimising, texturing and animating them within Unity & 3DS Max. I was in charge of making the marketing assets for the game that would be on the front page of the app store, this included the store pin ups and app logo. I textured and modelled assets in 3DS Max & Photoshop, and made UI elements in both Photoshop and Illustrator. I also modified an animation deck to be sent out to a client. I have worked to tight deadlines, specific briefs, and seen a game through from start to finish.

- **Document Digitalisation Specialist & Archivist**  
Paper Escape Oct 2016 - Present



My role here was the digitalisation of physical documents, converting paper files into pdf documents to be sent back to clients in the physical format of a USB or CD. I spend my holidays here when I am not at university. I work as part of a small team to finish jobs quickly as there is a tight deadline every month to get jobs complete and sent out, giving me experience in both clientele work and warehouse management.

- **Freelance Digital Illustrator** Sept 2019 - Present

I Produce logos & Thumbnail images for a small Youtuber, as well as doing some photoshop work & illustrator work to produce advertising graphics for a car wrapping company.

## SKILLS

3DS MAX		Mudbox	
Adobe Photoshop		CrazyBump	
Unity		Unreal 4	
Adobe Illustrator		Sub Painter	

Experimenting with : Maya, Substance Designer, Substance Alchemist, After Effects

## OTHER NOTABLE SKILLS

- High & Low Poly Modelling
- Poly Sculpting
- Texture Creation from Low Poly Models
- Normal, Specular & Occulsion Mapping
- UI Asset Development
- Self Motivated & A Problem Solver
- Good Communicator
- Work Very well on a Team aswell as Solo
- Passionate About my Work

## HOBBIES &amp; INTERESTS

I spend most of my time on 3D modelling applications, I love learning new software, sitting down and experimenting with new digital mediums. I play games if and when I have any spare time, I always end up going back to the super nintendo. I like to draw and create concepts for future project ideas. I have travelled, but I have my eyes set on being part of the American game development industry. I enjoy both traditional art and digital art, and I really enjoy delving more into whats available to create something new and exciting.

