

JOSH GODIN

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Portfolio: <http://www.joshgodin.net>

SUMMARY

Concept artist, illustrator and visual designer with over ten years in the games and entertainment industries. Self starter, clear communicator. Classically trained artist. Photoshop veteran. Multidisciplinary style swapper. Workflow explorer, software student. Collaborates very well with PMs, ADs, Engineers, Artists, Random passers-by, Dogs. Happy to jump between mediums and programs in whatever capacity the project requires: Photoshop, Blender, Maya, ZBrush, sketchbook ink, VR, whiteboard, smoke signals.

PROFESSIONAL EXPERIENCE

July 2019 - Nov 2019

Contract Concept Artist and Game Designer, *UsTwo Games, NYC*

- Participate in game design workshop sessions to hash out high level game concepts, drill down into strongest ideas to flesh out literal gameplay mechanics and visual style
- Collaborate with designers to define core user experience goals, establish methodology and framework for ensuring every act is in service to those goals
- Create concept art, illustrations, storyboards, diagrams and animation assets based on existing '90s era IPs from a major network TV studio

April 2008 – Current

Freelance/Contract Artist, *SF, NYC*

- Work with a variety of studios and individuals in the video game, entertainment, music and design sectors. Clients include: *Ubisoft, Epic, Emergent VR, TSR, CliffHanger Productions, Gygax, Kabam*
- Create concept art, illustration, storyboards, book covers, marketing art and general pitch work. Implement a constantly updated 2D/3D workflow and tool set
- Establish and manage "Sour Planet," a small business in the San Francisco Bay Area. Responsible for all creative aspects of the business—illustration, graphic design, and on-site event coordination for multiple trade shows

MAY 2012 – AUGUST 2016

Senior Concept Artist, *MZ (Machine Zone), Palo Alto, CA*

- Create core concept art for all major titles—Game of War: Fire Age, Mobile Strike, Final Fantasy, and several unannounced titles
- Collaborate with Art Directors, Technical Artists, Engineers, 2D/3D artists and outside studios to ensure adherence to design standards at every stage in the pipeline
- Promoted from 2D artist to Concept Artist to Senior Concept Artist as the company grew from 60 employees to 1,500. Work with multiple teams per project: Moving from concept to production to proprietary engine implementation
- Lead external team and travel abroad to oversee production directly from Hamburg, Germany

PROFESSIONAL EXPERIENCE [CONTINUED]

Sept 2010 – May 2012

Lead Concept Artist, *Rocket City Studios, Huntsville, AL*

- Primary concept artist during development of the game Second Chance Heroes (Steam, PC). Responsible for characters, environments, weapons, creatures and illustrations
- Point of approval for all game textures and models, routinely editing for adherence to style. Reworked assets for conversion from mobile to PC
- Control final game appearance via proprietary editor: configure lights, decals, projections and special effects to match previously generated concept art
- Work with Lead Game Designer and Lead 3D Artist to fill in for emergency Art Director role

SKILLS

Photoshop. Maya. Blender. ZBrush. 3DCoat. Procreate. VR (Medium, Gravity Sketch, etc). Graphite/ink. Windows/OSx. JIRA. Agile. HTML/CSS. Experience managing small art teams, working directly with engineers, ideation at every product stage. Comfortable owning tasks and goals, while also seeking/giving feedback. Experience with a multitude of styles and comfortable taking on unfamiliar styles.

EDUCATION

2012 – Safehouse Atelier, San Francisco, CA

Studied traditional fine art and entertainment design at the Safehouse Atelier in San Francisco. Apprenticed under [Carl Dobsky](#) (cast drawing, block-in methodology, cast painting, figure drawing, figure painting). Completed rigorous entertainment design course taught by [Massive Black](#) studios, guided by industry experts--Wes Burt, Justin "Coro" Kaufman, Jason Chan, James Kei, and a rotating cast of visiting artists.

ABOUT

Goofy, laid back. Unshaken by complications regardless of deadline. Obsessively updates skill sets and roster of programs/apps. Guitar noodler. BMX rider. Father of one maniacal kiddo. Born in Montana, raised everywhere. Musical obsessions: hip/trip hop, cheesy metal, electro. Openly snarky, secretly hopeful.