

Joshua Ehlers

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OBJECTIVE

To obtain a position as an environmental/prop artist in order to apply the knowledge and skills I already have in order to help the team meet their goals.

EDUCATION

Bachelor of Arts in Game Art and Design

The Art Institute of Phoenix Phoenix, AZ

June 2009

Certification in Audio Engineering

The Conservatory of Recording Arts and Sciences Tempe/Gilbert, AZ

Jan. 2005

PROFESSIONAL SKILLS

- Ability to model 3D props and environments using industry programs
- Unwrap and texture 3D models of all kinds
- Build environments in game engines using all custom assets
- Optimize 3D models for use in game engines
- Ability to concept characters, props, and architecture

TECHNICAL SKILLS

- 3D Studio Max
- Maya
- Unreal Engine 3
- zBrush
- Adobe Photoshop
- Corel Painter

WORK EXPERIENCE

Lead Game Advisor

Gamestop

Glendale, AZ

Oct. 2006 - May 2008

- Managed up to six employees, stood in for assistant manager in their absence, and was entrusted with keys to the store for opening and closing on a regular basis.
- Helped two store managers gain Best in the West rankings for our store.

Webmaster/Assistant Engineer

Strong Ridge Records

Brooklyn, NY

Jan. 2005 - April 2005

- As webmaster: Developed a website for a brand new record label from scratch, including art layout, logos, sales system, and music delivery system.
- As assistant engineer: Assisted in the recording of vocals for a retail hip-hop album release. Helped produce the musical backings for said album as well.