

## JOSH ROSE

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4828 Kentucky Ave. SE, Norton, Va. 24273  
Home: 276.679.3346 | Cell: 423.690.0720 | Email: josh3d@gmail.com

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To whom it may concern,

I set out to study digital media so that I could be creative to my utmost. After graduating I was immediately able to get a job with Unique Logic and Technology working remotely to provide 3D content for their games that help improve ADHD patients to concentrate. I am a multi-talented artist who is well rounded in most anything that involves using a computer. I am the game artist you want to have on your creative team.

I am experienced with Maya, 3D Studio Max, NEX Tool, Mudbox, Premiere, After Effects, Photoshop, Illustrator, Flash, and Audacity. I can help your company by providing quality content in a timely manner. The ways my creative energy and my drive to continually learn new skills have benefited the company I worked for will most definitely benefit your company as well.

I am currently working remotely on a commission based project for ZenEarth doing art assets and 2D animation for them. My website [www.josh3d.com/3d](http://www.josh3d.com/3d) will reflect my abilities as a 3D artist and I would like to sit down with you to discuss why I think I would be a good for your company. I hope to hear from you soon.

Best Regards,

Josh Rose

Enclosure: resume

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## Summary

Nearly three years of experience as a 3D artist working in game making and advertisement. Skilled model and texture artist, well versed in animation techniques with an acute eye for detail. Friendly and outgoing team player that is passionate about quality work.

## Education

*B.S. Digital Media (Visualization)* with a minor in art (2006)  
East Tennessee State University, Johnson City, Tennessee.

### Software:

- Autodesk Maya
- Autodesk Mudbox
- Nex Tool
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Adobe After Effects
- Autodesk 3D Studio Max

### Other relevant skills:

- Sketching and conceptualizing.
- Technical direction.
- Weight painting.
- High and Low Poly Modeling.
- Nurbs modeling.
- Texturing.
- Animation.
- Mental Ray.
- Principles of lighting.
- Color theory.
- Photography and 3/4 rule.

*Modeling:* Three years of experience using Autodesk Maya. Basic understanding of 3D Studio Max, Nex, and Mudbox.

*Texturing:* Three years working experience doing UV layouts in Maya and making textures using Adobe Photoshop.

*Lighting and Rendering:* A solid grasp of rendering realistic scenes using mental ray, global illumination, final gather, and occlusion.

*Animation:* Two years of experience using key frames, timing and spacing, the graph editor and the dope sheet in Autodesk Maya and a basic understanding of Adobe Flash.

*Video and Sound Editing:* Basic understanding of Adobe Premiere, Adobe After Effects and Sony Sound Forge.

## Work Experience

ZenEarth LLC., Raleigh, NC. - Artist (2009 - Present)  
Responsibilities - Modeling, concept drawing, 2D animation, writing.

Unique Logic and Technology, Asheville, NC. - 3D Artist (2006 – 2008)  
Responsibilities - Concept drawing, modeling, texturing, rigging, rendering, and animation using Autodesk Maya and Adobe Photoshop.

ETSU, Johnson City, TN. - Work Study/Lab Proctor (Fall 2005 – Spring 2006)

Responsibilities - Maintaining art gallery, shooting/editing video, lab supervision, equipment checkout, equipment and document organization.

Blockbuster, Bristol, VA. - Customer Service Representative (Summer of 2005)

Responsibilities - Customer Service, salesman, cash register, and merchandise organization and cleanup.

Pizza Hut, Clintwood, VA. - Short Cook and Cashier (2001 - 2003)

Responsibilities - Customer Service, Dough Preparation, and Cut Table.

### **Awards and Affiliations**

Presided over and coordinated events for the EDGE Club, an ETSU Student ACM SIGGRAPH Chapter.

Brought a new animation festival to fruition, created a closer bond with ETSU and the Johnson City community, and helped to broaden the outreach of the college to the animation community as the Lead Student Organizer of the Blue Plum Animation Festival.

Won first place and two-thousand dollars in the Appalachian Ideas Network in Lexington, Kentucky to help fund the Blue Plum Animation Festival.

Won third place in the Microsoft Imagine Cup in Seattle, Washington as the co-designer of the materials used for the presentation and science fair at the competition.

I supervised Josh for almost 3 years while we created 3d games and advertisements for Freer Logic. He showed a very strong ability to create models that were true to concept and had very strong form. His edge loops were always well placed and very efficient. On many occasions he would also create the concept for the character.

His texturing and lighting skills are very good and he has a lot of knowledge in almost all of the other areas of 3d production. But the most enjoyable part about working with Josh is his personality. He is always ready to tackle the project with a good attitude. He is an uplifting person to have on the team and I envy the next team that gets him. I hope I get to work with him again in the future.

Greg Marlow