

Joshua B Davenport

3D Artist

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EXPERIENCE

Emortal Sports – Beasts & Heroes | 3D Asset Creation | Seattle, WA

Worked collectively within a highly skilled team to deliver a large variety of 3D game ready models to be used within a virtual reality video game, “Beasts & Heroes”

- Produced AAA quality assets for VR game development.
- Created high poly and game ready low poly models.
- Worked collectively in a 3D production pipeline.
- Provided consistent reliability in work flow.
- Maintained excellent client satisfaction.
- Achieved set goals and deadlines.

TECH SKILLS

Software: Maya | 3ds Max | Zbrush | Substance Painter | Unity | Unreal Engine | Marvelous Designer | Photoshop | After Effects | Illustrator

EDUCATION

Washington State University Vancouver | Creative Media and Digital Culture Program | Bachelors of Art in Digital Technology and Culture | Certificate in Game Studies & Design | Minor in English | 3.6 GPA | Honor Roll 2014-2017

INTERESTS

Gaming | Music | Guitar | Bass | Ocarina | Visual Art | Sculpture | Sketching | Painting | Biking | Rock Climbing | Hiking | Physical Fitness | Meditation | Nutrition | Culinary Arts | Gardening | Sushi | Pizza

RELATED

GameStop | General Associate | Seasonal Supervisor | Vancouver, WA

- Sustained a strong knowledge of upcoming releases in the game industry.
- Provided detailed information on both indie and AAA studio games.
- Succeeded in customer satisfaction throughout all interactions.
- Accomplished running the store while working alone.
- Trained new and seasonal employees.
- Managed cash and inventory counts.