

Justin Kimball

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Skills

- Asset Creation
- Terrain Sculpting/Painting
- Environment Population
- Tileable texture creation in Zbrush.
- Quick to learn new software/engines/pipelines.
- Able to adapt my art style/workflow to meet the needs of a project.
- Basic MEL scripting, willing to improve in this area and learn other scripting languages.
- Team player.

Tools

- Maya
- Photoshop
- Zbrush/Mudbox
- Substance
- XNormal
- CrazyBump/nDo
- Speedtree

- Unity
- UDK/UE4

- SVN/Perforce

Experience

Sony Computer Entertainment America, Bend, OR

Environment Artist – *Uncharted Golden Abyss / Days Gone*

September 2010 - Present

- Have been responsible for several game regions across multiple games.
- Quickly became proficient with Speedtree and have been solely responsible for foliage creation for current game.
- Assisted new artists with learning tools/pipeline and in some cases managed/provided art direction.
- Created various assets including destructible props, hero props, modular set pieces, foliage, and tileable textures.
- Terrain sculpting and painting in UE4
- Collision/Shadow proxy creation.
- Mesh/Texture/Shader optimization.

Shadegrown Games, Seattle, WA

Lead Artist – *Starbloom (iOS) / Planck / Unannounced Title*

January 2010 - Present

- Developed cohesive art styles for multiple games.
- Collaborated with the team to brainstorm and then conceptualize new game features and mechanics.
- Worked with the team to come up with creative solutions to various production issues.
- Responsible for creating all game art assets for multiple games.
- Created abstract particle effects within Unity

Electronic Arts/Visceral Games, Redwood Shores, CA

Environment Art Intern – *Dead Space 2*

June 2009 - August 2009

- Worked closely with the art and design teams to create shippable game assets.
- Quickly learned to use Perforce and EA's proprietary tools and engine.
- Modeled and textured destructible/animated props.
- Took two zones within a level through all phases of production.

References available upon request.

- Retextured several outsourced assets.

Education

Champlain College, Burlington, VT

Bachelor of Science Degree in Electronic Art and Animation - May 2010

Overall GPA 3.24