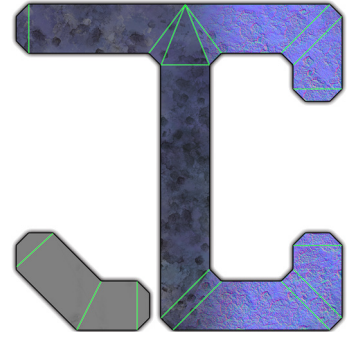


JOSHUA CORNWALL

402.990.1889 ♦ JGCORNWALL@GMAIL.COM ♦ SEATTLE, WA

ENVIRONMENT ARTIST ♦ WWW.JOSHUACORNWALL.COM



SKILLS Maya Modeling
Photoshop Texturing
Unity 3D Lighting
ZBrush

EDUCATION The Art Institute of Seattle June 2014
Bachelor of Fine Arts, Game Art and Design

Iowa State University 2008
Bachelor of Science, Technical Communications - Dean's List 2008

PROJECTS "Daja" 2014-current
Game Design Lead and Environment Artist

Creating rules for Daja digital board game and designing background environments

"FUECAN Modular Architecture Kit" 2013-current
Solo Project

Creating modular level kit for use with level design processes intended for rapid deployment and adjustment, based on Bethesda techniques

"Doomba Deathmatch" 2013
Level Designer and Environment Artist

Created architectural components and implemented level assets for networked deathmatch game

EXPERIENCE University of Nebraska Medical Center 2009
Graduate Research Assistant

Assisted with data analysis and documentation

ISU Department of Environmental Health and Safety 2008
Student Intern

Performed technical writing and graphic design

University of Nebraska Medical Center 2006
Undergraduate Research Assistant

Performed video editing/digitalization and data entry