

JOSHUA BURNS

DIGITAL ARTIST



PROFILE

Name

Joshua Burns

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Costa Mesa, CA

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Website

JburnsDigital.com

Education

September, 2010

Full Sail University - Winter Park, FL

Bachelor of Science in Computer Animation

August, 2008

Gulf Coast State College - Panama City, FL

AAS in Multimedia Technology

Abilities

Detail oriented

Strong communication skills

Ability to adapt to difficult situations

Ability to take from concept to final render

Proficient at exceling

Good organizational skills

Time and project management

Develop eye for form, shape, and structure.

Understanding of light, shadow, contrast, and color

Experienced in a production pipeline

Understanding of typography, color theory, and layout

Motivated self-starter with a strong desire to learn

Professional appearance, attitude and demeanor

EXPERIENCE

2017-Present

American Honda Motor Co. - Torrance, CA

3D Artist

Job responsibilities include building functionally accurate 3D models and animations for company training modules, technical information media, and marketing materials. Support instructional designers by translating conceptual storyboards into visual form.

2015-2016

JP Connelly - Los Angeles, CA

Associate Designer

Worked closely with Emmy Award winning designer to conceptualize and develop all necessary marketing/art materials supporting overall design messaging. Provided daily oversight on multiple projects as well as meet weekly with the CEO and Art Director to discuss production scheduling and to address any design changes. Directed studio employees and monitored project tasks to ensure on timely delivery of assets; increase productivity and maintained on-schedule performance. Oversaw and video produced for Twitter/Vine Miami Ultra Music Festival, other projects entailed working on The Voice, Celebrity Apprentice, Biggest Loser, Nike, Top Chef, Fox Sports 1, Skin Wars and much more.

2013-2015

Decision Quest - Los Angeles, CA

Graphic Designer

Craft visually appealing and content rich PowerPoint presentations as well as creating 3D graphics used in intellectual property, construction defect, toxic tort, criminal, real estate, and other key areas. Other duties included creating brochures, forms and other products in both print and web-based products.

2011-2015

Dart Frog Creative - Remote

Freelance 3D Modeling/Texturing Artist

Creating architectural elements for Steelcase, Crate & Barrel, Kohler Interiors, and more.

2013

Mash Studios - Los Angeles, CA

Freelance 3D Modeling/Lighting/Render Artist

Coordinate to assist an art director with a key role to support the design management team through rendering and development of products from concepts to 3D models.

2012

Hydrogen Whiskey - Los Angeles, CA

Freelance 3D Modeling/Texturing Artist

Specialized in digital modeling and custom effects for diverse projects such as detailed 3D simulations for major defense contractors and video games.

PROGRAMS

Maya

3DS Max

Zbrush

Unreal Engine 4

Nuke

AutoCAD

Arnold

Mental Ray

Octane Render

Photoshop

Illustrator

After Effects

Premiere Pro

Lightroom

Indesign

Audition

Word

PowerPoint

Excel

HTML / CSS

Sketchup

SynthEyes

Keyshot

xNormal

Quixel