Joshua Towns

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Fairfax, VA

Technical Skills

- Character Rigger / Scripter / 3D Modeler / Animator
- Character rigging skills in both 3ds Max, and Maya for flexible efficiency.
- Scripting capabilities to help speed up 3D workflow for production.
- Anatomically accurate bone placement giving ideal deformations for all characters.
- Expertise in weight painting in high and low poly characters with minimal texture stretching.

Professional Experience

Hollow Robot, Digital Company   Nov 2015 - Present

Character Rigger

- Rigged assets for a game in development "Johnny Reboot"
- Working closely with Art Director and Animator to achieve game functionality

Art of Horology, Brooklyn, NY   Jun 2015 – Nov 2015

Freelance 3D Artist

- Modeler, Animator of a clock type 6497-1, for an upcoming educational game.
- Works closely with the programmer to help visualize game aspects and functionality.

Blue Bison Media, Tampa Bay, FL   May 2015 – Jun 2015

Freelance Character Rigger

- Facial rigged a 3D character for a teaser of *"Sleepwalker"* a fan made marvel live action film.
- Performed weight painting, and corrective blend shapes for control movement.

Snack Rabbit Films, Vancouver, Canada   Mar 2015 – Jun 2015

Freelance Character Rigger

- Rigged assets for a teaser of *"Halo: Humanity"* a fan made CGI film.
- Communicated with animators to create a universal control rig for specific preferences.
- Performed weight painting, corrective blend shapes, and rig revisions for updated models.

Experience

C3 Cyber Club, Fairfax, VA   Nov 2014 - Present

Mobile Programming Teacher/ District Manager

- Scheduling teachers, and creating curriculums for teachers to use to help teach children.
- Interviewing new candidates about qualifications and personality toward children.
- Teach young students (6-14) animation, programming and game design terminology.

Achievements

3D World Magazine   Jun 2015

- Part of the team section for the development of "Halo: Humanity" in the August 2015 magazine. Described as "talented and dedicated CG artists, passionate about what they do"

Washingtonian Award   Dec 2014

- Knowledgeable. Vocal participant in class. Willing to take the time to help his fellow students and share personal technical and industry-related research. A motivator.

Education

Art Institute of Washington, Arlington, VA   Dec 2014

Bachelor of Fine Arts in Game Art and Design

Software Proficiency

3D and Languages	Game Engines and Editing	2D Design
• Autodesk Maya	• Unreal Engine	• Adobe Photoshop CS5
• Autodesk 3ds Max	• Unreal Development Kit	• Adobe Illustrator CS5
• Python	• Adobe Premiere CS5	
• MAXScript	• Adobe After Effects CS5	