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# **Character Artist /3D Artist/ Texture Artist**

## **Experience**

Jan 2012 – Current Microsoft Studios NUI Publishing Redmond, WA

## Zoo Tycoon (2013) - 3D/Environment Artist

- Worked with a partnering company so that we both could meet our goal of publishing a title for the Xbox One launch date.
- Developed 3D props and environment assets in order to lay out a foundation for each cultural location designated in game.
- Worked collaboratively with team members and other artists to meet our desired art goals in a collective timely manner.

## **Incubation and Development** – 3D/Environment Artist

- Worked directly on creating concepts and assets for our Partners for a variety of upcoming unannounced titles & projects.
- Developed UI mock-ups, storyboards, character animation, character concepts, Zbrush sculpts, 3D environmental assets, & character creation within preferred engine or 3D programs, etc., for experimental research. (none of which are to be showcased until released by Microsoft).
- Provided documentation & archived research that was shared with other teams & our External Partners.
- Collaborated with art director & artists when working as a team to form meaningful assets for desired products & research.
- Worked on developing Xbox Live Avatar backgrounds & assets through conceptual ideas & research within Central Media.

Aug 2010 - Nov 2011

Florida Interactive Entertainment Academy - UCF

Orlando, FL

Project List

#### Scarfell - Lead Environment Artist/Character Artist

- Led environment artists on City level, directing them in constructing tileable assets & maintaining style consistency.
- Worked directly with a programmer to flesh out effective Bioluminescence for game foliage.
- Constructed tileable assets for the environment, as well as characters.
- Conserved memory by creating a variety of 3D-assets that use the same single texture map.
- Held large play-testing sessions for Scarfell within Public locations, as well as in studio.

## Elementalist - Art Director / Lead Character Artist

- Created characters and textures ready for animation for use in the Unreal Engine.
- Used a variety of tools within Zbrush 4R2 to sculpt detail on to Main Character.
- Developed concepts for initial character construction & process.
- Established team's artistic style & maintained consistency throughout the project by providing direction & aid.
- Added input on project's discussions as an Art Lead & provided feedback & direction.

## Cauldron Conundrum - Flash Artist

- Created animated Flash assets to help further the stylized & simplistic qualities of the game.
- Game ranked 4<sup>th</sup> best Rapid Prototyping for fall 2010.

# **Education**

Sep 2012 – Oct 2012 CG Workshops – High-End Fantasy Game Art Creation Redmond, WA

- Instructor: Katon Callaway
- Graduated and Completed the course in 8 weeks

Aug 2010 – Nov 2011 Florida Interactive Entertainment Academy – UCF Orlando, FL

Master of Interactive Entertainment – Art Track

• Graduated: Magna Cum Laude

Aug 2006 – May 2010 Art Institute of Tampa – Al Tampa, FL

- Bachelors in Game Art and Design
- Graduated, Honor Student with 3.85 GPA

## **Skill List**

- · Strong Fine Arts background in : Painting, Sculpting, Drawing, Illustration, & Mixed media
- 3D Programs & Software: 3DS Max & Maya, Zbrush 4R3, 3D Coat, Motion Builder, Marmoset Toolbag, Topogun
- 2D Programs & Software: Adobe Photoshop, Flash, After Effects, Illustrator, Crazy Bump, XNormal, HandPlane
- Game Engines : Unreal/ UDK, Trinigy Vision, Unity
- Other Program & Software: Perforce, Visual Studios, FL Sound Studios, Microsoft Office Suite, Xbox 360 dev kit

#### Reference