

Joe Hewson

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(509) 593-5918

Summary:

A Environmental Artist with outstanding modeling and prioritization skills in completing time-critical project.

Skills:

Advance Game Design

- Maya Z brush
- C++, Action Scripting, C#
- Java Scripting
- Flash
- Unity 4 & 5
- Photoshop
- Pro Tools
- Unreal Engine 3 & 4
- dDo, nDo
- Shader, Forge
- GameSalad
- After Effects
- Substance Designer

Education:

Sanford-Brown College, Tukwila, WA
Bachelor of Fine Arts, Game Production

2010-2015

Experience:

- Game Theory
- Story Boarding
- Texturing
- Lighting
- UDK level design
- White Boxing
- Game play scripting
- Flash Cs6
- Sound Design and Rendering
- Projects Developed and produce broad games, small capture the flag games, and short flash games.
- Worked in team environments meeting objectives and deadlines

Work Source:

- Automotive Maintenance: 4 years
- Agriculture Laborer: 8 years
- Carpentry/ Renovation: 3 years