Josh Van Zuylen

16 Lexington Crescent - Officer (Vic) - Phone: 0481 167 073 - joshvanzuylen@gmail.com
Website: www.joshvanzuylen.com

3D Artist (Environment & Texturing)

Objective

I am a 3D artist seeking the opportunity to work with an innovative studio, who are as passionate as I am about creating great games that amaze the audience and leave them wanting more.

Areas of Expertise

My skills primarily focus on the creation of high quality 2D/3D Assets for use in any low or high end pipeline.

- 3D Environment art assets
- 3D Prop/Vehicle assets
- Low polygon modelling
- High poly hard surface modelling
- High poly sculpting
- Efficient use of UV space
- High to low map baking
- Hand painted/generated and photo sourced/scanned textures
- Procedural texturing
- PBR Asset generation pipeline (Metalness/Specular workflows)
- Unreal Engine 4/Art pipeline
- Unity /Art pipeline
- Version control
- Photoshop JavaScript
- 3D Photogrammetry
- Team leading and project management
- Project Management

My secondary skills also include:

- Cinematography
- Animation, living and non-living

Software

- Maya
- Zbrush
- Mudbox
- Xnormals
- Quixel Suite
- Marmoset Toolbag 2
- Knald
- Unreal Engine 4

- Unity
- 3Ds Max
- Photoshop CC
- Agisoft Photoscan
- Substance Painter
- Substance Designer
- TortoiseSVN
- Perforce

Achievements & Abilities

- Zero Latency Patents

- CG Student Awards 2014 Finalist (Autodesk)

- Awarded Most Outstanding Game Artist by The Academy Of Interactive Entertainment (2013)

- Construct3D environment winner 2013. I was awarded first place by Chad Chatterton (Lead Environment Artist at Ubisoft Massive) in the construct 3D competition for the environment category.

Titles

- **Singularity (ZeroLatency) (ZeroLatency/VR/PC)(2016)**
  Role: Lead Environment Artist - Responsible for level design and progression, game design, weapons, animations, VFX, Modular asset Creation, Props and Shaders.

- **Engineerium (ZeroLatency) (ZeroLatency/VR/PC)(2016)**
  Role: Lead Environment Artist – Maintaining art direction and timelines.

- **Zombie Survival (ZeroLatency) (ZeroLatency/VR/PC)(2016)**
  Role: Lead Environment Artist – Maintaining art direction, timelines, level design, game design, modular assets, props, shaders, lighting.

- **Australian Defence Force Contract (ZeroLatency/VR/PC)(N/A)**
  Role: Lead Environment Artist

- **Zombie Survival (ZeroLatency/VR/PC)(2016)**
  Role: Lead Environment Artist - Responsible for level design and progression, Modular asset Creation, Props and Shaders.

- **Puzzle Wiz (iOS/Android)(2016)**
  Role: Lead Artist - Responsible for art direction modelling, textures, animating, mat painting, game design, Research and development.

- **Warhammer: Snotling Fling (iOS/Android)(2015)**
  Role: 3D Artist - Responsible for Environment Props and 3D UI.

- **AFL Evolution (Xbox One/PS4/Steam)(TBA)**
  Role: Lead Environment Artist – Responsible for Next-generation pipeline creation and implementation, Art direction, tech art including Photoshop tools, game environments and sets, props, textures, shader research.

- **Rugby Challenge 3 (Xbox One/Xbox 360/PS3/PS4/Steam)(2015)**
  Role: Lead Environment Artist – Responsible for environment assets, team management and creation of game environments/sets.

- **BBC's "Walking With Dinosaurs: Dino Run" (iOS/Android) (14/12/2013)**
  Role: Character Artist Responsible for creating art assets including characters and props according to design and feed back given.

Professional Experience

Zero Latency (Jan 2016 - Current)
Environment Artist - Lead Environment Artist
At Zero Latency create stunning worlds in Free Roam Virtual Reality. My tasks include: high quality art creation and conception of modular, hero and individual assets (High and low resolution), Level design and progression, Game design, UI design, Shaders, Particles and VFX, Animation, Research and development, Pipeline development, Art department management, and time lining.

Wicked Witch Software (Jan 2014 – Jan 2016)
3D Artist - Lead Environment Artist
At Wicked Witch I worked as Lead Environment Artist, I covered tasks such as, Art Team management, Planning, Asset Creation for high end environments and props (2D/3D), Research and development, Including Shader research for PBR Pipelines and artist work flow and developing in house tools for artists.

Dancing Dinosaur Games (July 2013 – December 2013)
3D Artist

I was employed as a contractor and was asked to come on as part of the team. I was responsible for modelling and texturing of character and environment assets, under tight deadlines, while receiving feedback and making any appropriate changes.

Dark Clouds: A Storm of Shields (July 2013 – Nov)
Lead Artist, Environment and Technical

In a team of 3, I managed deadlines, art quality and efficiency, dealing with level design and art direction. I also created high-end 3D environment art and props in addition to all shaders and visual coding.

Academy of Interactive Entertainment (AIE) (Feb 2012 – December 2013)
Student

During the 2 year course at AIE, I have worked as part of a game development team, studied game design, plus all aspects of creating 3D content, Environment and Character Design.

Latrobe Design (December 2010 –December 2011)
Trainee - 3D Modeller

I completed my trainee-ship first out of 150 trainees, claimed all bonuses and went on to work for WonderWorld studios where I produced 3D models for an animated movie.

Education and Training

- Academy Of Interactive Entertainment| Melbourne, Vic |2010 - 2013
  Advanced Diploma of Game Art & Design & Cert III in Screen

- Latrobe Design | Morwell, Vic | 2010 - 2012
  Cert IV Printing & Graphic Multimedia

Portfolio

http://www.joshvanzuylen.com/
au.linkedin.com/in/joshvanzuylen/