

# Justin Kimball

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## Skills

- Ability to create high-quality art assets optimized for 3D games.
- Able to rapidly learn new tools and engines, and to adapt to new art pipelines.
- Strong understanding of the game production process in both large and small scale team environments.
- Team player. Always looking to contribute to the team and to make it as successful as possible. Enjoy sharing ideas and working together to solve problems, whether they are art related or not.
- Constantly working to develop skills and learn new techniques.

## Tools

- Autodesk Maya 2009
- Adobe Photoshop CS4
- Pixologic Zbrush 3.5
- XNormal
- CrazyBump
- Adobe Creative Suite
  
- Unity 3D
- Unreal Development Kit (Unreal Engine 3)
- Torque (TGEA 1.75)
  
- SVN
- Perforce

## Experience / Internships

### **Electronic Arts/Visceral Games**, Redwood Shores, CA

#### *Dead Space 2* – Environment Art Intern

- Successfully integrated into the team and became a solid contributor.
- Sat in on all team meetings and worked closely with the environment art and level design teams to create shippable game assets in a timely manner.
- Quickly learned to use Perforce and EA's proprietary tools and engine.
- Modeled and textured destructible/animated props, most of which were in game at the time of my departure.
- Learned the process of creating collision for the Dead Space 2 engine, and testing that collision to ensure a proper gameplay experience for the player.
- Took two zones within a level through all phases of production.
- Retextured some assets that came back from outsourcing with sub-par quality.
- Worked with many of the brilliant minds behind the original Dead Space.
- Participated in EA's summer speaker series with presentations from some of EA's higher ups such as Glen Schoefield and EA's CEO, John Riccitiello.

### **Shadegrown Games**, Burlington, VT

#### *Planck (music shooter)* – Lead Artist

- Defined a cohesive art style for the game.
- Provided art direction and ensured that the game met a high level of aesthetic quality.
- Modeled and textured all art assets.
- Assisted in the creation of visual effects and particle systems.
- Worked to create art around the music of the game, creating enemies and effects that fit certain music tracks in the game.

### **Champlain College (Student Project)**, Burlington, VT

#### *Re\_Ball (Break -out inspired FPS Platformer)* – Lead Artist

- Worked to develop an art style that was unique, looked good, and worked well with our gameplay mechanics.

*References available upon request.*

- Created all environment art assets and visual effects.
- Provided art direction and critique to artists and level designers.

## Education

Champlain College, Burlington, VT

*Bachelor of Science Degree in Electronic Art and Animation* - May 2010

Overall GPA 3.24