

Josh Piejko

Game Artist

5796 Morris Road
Marcy, NY 13403

585-233-8210
josh_piejko@hotmail.com

Experience

Game Artist: Wavecade

June 2011–Present

My Paper Plane 3

- Concept and Game Design
- Creation of all 3D Art Assets

Contract Character/Prop Artist: Play Eternal

February 2011–Present

Video Game Artist: Large Animal Games

December 2006–October 2009

Infinite Journey (Commissioned by Google): Browser 3D

- Implementation of 3D pipeline
- Modeled, rigged and animated all characters and environments
- 2D and 3D concept character art

Bananagrams: Facebook, Myspace, Bebo, iPhone

- Textured tiles and tabletops

Lucky Strike Lanes: Facebook, Myspace, Bebo

- Implementation and creation of 3D pipeline
- Created all balls and pins in game
- Concept, modeling, texturing and rendering of all 9 bowling lanes

Bumperstars: Facebook, Myspace, Bebo, iPhone

- Implementation and creation of 3D pipeline
- Modeled all 55 characters

Fashion Solitaire (Co-published with Lifetime Games): PC

- Implementation and creation of 3D pipeline
- 3D needed to support a character wearing up to 12 layers of clothing at once
- Modeling, rigging and animation of all assets

Rocketbowl 360: Xbox Live Arcade

- 3D concept artist

Snapshot Adventures: PC

- Cleaned up and created additional animations
- Revised/repared various character rigs

Software Proficiency

- Autodesk Maya (*primary 3D package used*)
- 3D Studio Max
- Adobe Photoshop
- Pixologic ZBrush

Skillset

- High-poly Modeling
- Low-poly Modeling
- Digital Sculpting
- Normal Mapping
- Poly Reduction/Optimization
- Rigging
- Animation

Education

State University of New York Institute of Technology

Anticipated Completion: December 2012

Master of Science: Information Design and Technology

Rochester Institute of Technology: Rochester, New York

September 2002–May 2006

Bachelor of Fine Arts: Film, Video and Animation

Mohawk Valley Community College: Utica, New York

September 2000–May 2002

Associates: Illustration