

Joshua Dusina

Concept Artist/Illustrator

joshuadusina@gmail.com

1-619-947-1598

joshuadusina.com

Summary

Skilled painter, sculptor and illustrator. Strong knowledge of human anatomy, artistic composition and color theory. Artistic style ranges from cartoonish to realism and everywhere in between. Strong background in teamwork and a dedication to accomplishing goals as a team.

Skills

- Adobe Photoshop
- Autodesk Maya
- ZBrush
- Digital Illustration
- Clay Sculpture
- Canvas Painting
- Prop Making
- Costume Design

Accomplishments

- Created designs for 2 separate USAF patches and squadron logos.
- Multiple employee of the month receiver in a work force of over 5000.
- Designated lead supervisor of maintenance team for 3 years in a row.
- Maintained and managed \$250k worth of tools and equipment during 6-month deployment.

Experience

Art Director – Project Jaguar – 2019

- Oversaw designs and made necessary changes to ensure a cohesive overall appearance.
- Assisted designers in refining or simplifying game assets for a more effective workflow.
- Worked with team to polish and finalize designs to prepare game package for playability.

Lead Concept Artist -- Project Jaguar -- 2018

- Worked Closely together with a group of designers to create a unique fantasy sci-fi world.
- Defined the overall look and art style of the game world.
- Created concepts and turn arounds of game characters, objects and environments.

Aircraft Mechanic – United States Air Force -- 2009-2015

- Conducted maintenance on the C-17 airframe valued at \$218 million.
- Lead a team of 5+ maintainers to maintain and repair the aircraft to ensure safe flight.
- Filed and managed documentation of aircraft repairs and inventory systems.

Education

Bachelor of Fine Arts, Game Art and Design

The Art Institute of Seattle -- 2016-2019

Bachelor of Fine Arts, Game Art and Design

Seattle Film Institute -- 2019