

Josh Fulmore

> Digital Artist

SOFTWARE EXPERIENCE

- > Autodesk Maya – High level
- > Zbrush – High level
- > Adobe Photoshop – High level
- > Adobe Illustrator – High level
- > Adobe Flash – High level
- > 3ds Max – Moderate level
- > Adobe Audition – High level
- > Adobe Premiere – Moderate level
- > Adobe After Effects – High level

CODING LANGUAGES

- > C++(Unity) – Moderate level
- > HTML/CSS – High level
- > Java – Moderate level
- > Action Script – Moderate level

REFERENCES

- > **Aaron Lemay** – my Art Director for 5+ years. Outstanding mentor, boss, and friend.
aaronlemay@gmail.com

More references are available upon request.

Auburn, WA

253-686-2401

Joshua.fulmore@gmail.com

www.joshfulmore.com

OBJECTIVE

A prolific generalist at heart. I've had experience in just about every field in the design world. My focus is not only a single asset, but several disciplines coming together to produce a strong experience.

My strength as an artist is speed and understanding good process. I heavily promote positive, excellent communication to get the best results for the product and for a team.

EXPERIENCE

[2010-2015] **En Masse Entertainment**

Artist

- > I did just about everything at this game publisher: screenshots, gameplay videos, launch trailers, vines, websites, emails, flash ads, print media, physical retail products, VO scripts, VO directing, audio design and composition, key art, concept art, comics, marketing tactics, mini-game design, and more. This company has great people who make it a great place to work.

[2003-2010] **Part-time/Temp full time**

- > **Red Eagle Games:** Contract concept art work. Visual pitch art for Wheel of Time series by Robert Jordan.
- > **24 hour Artwork:** Customer service and art for a vector and digitizing company.
- > **TWU University Newspaper:** Visual editor responsible for weekly paper design.
- > **EB Games (Gamestop):** Store Associate handled game sales.

EDUCATION

[2007-2008] **VANarts**

Diploma in Game Art and Design

- > Trained in life drawing, concept art, level design, and character design.

[2003-2007] **Trinity Western University**

B.A in Fine Art

- > Trained in traditional art: drawing, painting, and art history. Additional art courses included: Graphic design, film, and photography.

Extra-curricular courses: 2d Animation course, and sound design workshop.