

## **JOSH HENDRYX**

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## Experience

### **Marvel Super Hero Squad Online** – for [Cinematics](#) via [The Amazing Society](#)

**Concept Artist and Illustrator** October 2010 to December 2010

Created environment tiles for a variety of classic and new Marvel themes; required exploring a variety of fun, unusual, and highly stylized approaches to environment design within strict thematic and style guidelines. Also created line art and finished paintings for the Super Hero Squad card game tie-in with S.H.S. Online. This required a strict adherence to character models of popular Marvel characters like the Fantastic Four, Wolverine, and War Machine. This project is still covered by NDA.

### **Zynga Cityville** – for [Liquid Development](#)

**Concept Artist/Sprite Artist** August 2010 to October 2010

Created buildings in a sprite style, with exaggerated proportions and in strict isometric style.

### **Touchpets Dogs** – for [Stumptown Game Machine/ngmoco](#)

**Background Artist** January 2009 to March 2009

Created backgrounds for end-of-level screens. Created images with a combination of digital painting and 3D renders to match the stylized look of the game. Required painting, modeling, rendering and compositing.

### **Paradise: the Beginning** – as [Bone Gravy Games](#)

**Concept Artist/Art Production/Game Designer** May 2008 to December 2008

Created look, concepts, and almost all art assets for the iPhone game “Paradise: the Beginning.” This includes art direction, map and vehicle concepts, vehicle pixelart, vehicle animations, final painted map/level as well as the design for the interface and intro screens.

Please inquire for further work history.

## Computer and Technical Skills

- Adobe Photoshop
- Autodesk Maya
- Autodesk Mudbox
- Pixologic Zbrush
- Adobe Flash
- Unreal engine
- Headus UVLayout
- Corel Painter

Strong drawing and digital painting skills. Skilled in 2D and 3D concepting in traditional and digital media. Conversant in modelling, texturing, high-poly sculpting for normal mapping, pixelart creation and 2D and 3D animation.

## Education

### **Art Institute of Portland**

**Additional Training – Game Art and Design (2005–2008)**

Training included modeling, texturing, 2D and 3D animation, game design, programming, level design and working with game engines.

- Teacher’s Assistant for Lee White: Quick Sketch for Concept Design
- Teacher’s Assistant for Lee White: Advanced Concept Design

### **University of California at Santa Cruz**

**Bachelor of Art – Modern Literary Studies (1995)**

References and portfolio available upon request.