

Joshua Marvel

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Experience

Lighting Artist

Doodle Pictures Studios | Enfield, CT | 2009 - Present

Lighting, rendering and compositing final shots for Lego Star Wars and Lego Prince of Persia web featurettes. Subcontracted from Anzovin Studio.

Lighting, Texture and Composite Artist

Anzovin Studio | Florence, MA | 2005 - Present

Lighting, texturing, shading, rendering, compositing, modeling and illustrating content for a variety of animation projects for television, games and the web. Produced the lighting look, character shading, matte paintings, rendering pipeline and all final shots for Anzovin's 2010 short film, *Eleven*.

Modeler

Hatchling Studios | Portsmouth, NH | summer 2004

Created the set for Hatchling's CG short film, *The Toll*.

Education

Bachelor of Arts

Hampshire College | Graduated: May 2005

Concentration in computer animation. Thesis: *Shift*, an animated short film that explored the change over time between civilized and natural settings. Watercolor and 3D animation were combined to create a subtly living environment. Screened at multiple international film festivals.

Skills

Media and Tools

CG lighting, node and layer-based compositing, shading, texture and matte painting, 3D illustration and photography. Extensive experience with Maya, Mental Ray, Shake, After Effects, Windows and Mac. Some experience with The RenderMan Shading Language, C++ and Unix.

References available on request.