Joshua Marvel

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Experience

Lighting Artist
Microsoft Studios - 343 Industries | Kirkland, WA | 2011 - Present
Creating gameplay and cinematic lighting for *Halo 4*. I cooperate with directors, designers, animators, and environment artists to develop lighting designs that support story and gameplay. I work with the lighting team and graphics/tools programmers to improve our workflow and proprietary lighting toolset. I also place lighting effects, adjust materials and textures, determine the post-processing and color grading while staying under the performance budget.

Freelance Lighting, Texture and Composite Artist
Anzovin Studio | Florence, MA | 2005 - 2011
Performed lighting, texturing, shading, rendering, compositing, modeling and illustration duties for a variety of animation projects for television, games and the web. Created matte paintings for a Salesforce advertisement that screened during the 2011 Superbowl. Created the lighting, character shading, and all final shots for Anzovin's 2010 short film, *Eleven*.

Freelance Lighting Artist
Doodle Pictures Studios | Enfield, CT | 2009 - 2010
Developed scene lighting designs. Lit, rendered and composited final shots for Lego Star Wars web featurettes.

Education

Bachelor of Arts
Hampshire College | 2001 – 2005
Concentration in computer animation. Thesis: *Shift*, an animated short film that explored the change over time between civilized and natural settings. Screened at multiple international film festivals.

Skills

Media and Tools
Lighting for real-time and pre-rendered projects, node and layer-based compositing, shading, texture and matte painting, 3D illustration and photography. Extensive experience with Maya, Mental Ray, Modo, Shake, After Effects, Windows and Mac. Excellent communicator who always seeks to improve efficiency, creativity and collaboration within the production environment. Enthusiastic about constructive criticism.