**Joshua Maye**

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***Work Experience***

**Rockstar Games, CA: Jun 2014 – Present**

***Released Projects:*** *RDR2 Online, RDR2, GTAV Online*

 **Associate Artist: Interiors**

* Create and implement interior environments to match concept art and level design requirements.
* Efficiently create Interiors by reusing assets and materials when available, modifying and creating unique assets to give each interior the appropriate feel.
* Troubleshooting art related issues
* Learn and help optimize new tools/pipelines/processes.
* Communicate with design, mocap, lighting, previz or game optimization to tackle interior requests

 **Technical Content Artist**

* Creation of fragmented/destroyed version of props.
* Set up basic physics for flags and hanging props.
* Created backdrop interiors for online role reward backgrounds.
* Set up trapper camp environment.
* Provided notes and feedback for outsourced edible foods & 1st person handheld items.
* Additional placement of props and markers for multiplayer content.

**Rockstar Games, CA: Jun 2014 – Jan 2018**

***Released Projects:*** *GTAV Online, RDR2*

 **Animation Dev Assistant**

* Set up MotionBuilder animation scenes from ingame geometry, add & plot characters to mocap data, and adding & setting up basic prop constraints to pass on to Animators.
* Checking that scenes export to the engine correctly and troubleshooting technical issues hit by Animators.
* Working with multiple teams to make sure props, maps, animation, and mocap are in alignment for mocap shoots.
* Setting up scenes with Geo, props, and characters for mocap Previz.
* Documenting and troubleshooting for outsourced teams.
* Additional quality checks for body/face animation application ingame.

**Rockstar Games, NY: December 2012 - May 2013**

 ***Released Projects:*** *GTA, GTAV Online V*

 **Freelance Animator**

* The Implementation and refining of cutscene Depth of field.
* Found bugs in camera work, animation, or game assets to be fixed and passed to the appropriate channels.
* Processed Motion Capture Data
* Bring Processed Mocap into Mobu
* Export and setup cutscenes in mobu and in game

***Education***

**Savannah College of Art and Design**

**Savannah, GA Graduated 2010**

* **Bachelors of Fine Arts in Interactive Design/Game Design and Development**