

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