



Joseph Albrecht

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Education

Columbus College of Art & Design

B.F.A. in Media Studies (Dean's Scholarship)

3.7 GPA Cum Laude

Achievements

Columbus College of Art and Design (Dean's List, President's List)

Digital sculpt printed on back cover of book: *Digital Compositing for Film and Video*

Experience

The New Kind, Texture Supervisor: Oversees all texture artists and assets for film

CG Society, Online Course: Sculpting Digital Characters with Cesar Decal Jr.

2Reveal, Internship: Responsible for 3D architecture modeling and lighting

Pipeline, CG Director: In charge of all 3D operations for CCAD'S pipeline project

Skills

Expert knowledge of high and low poly modeling

Exceptional texturing skills (Polypaint and UV Layout)

In depth understanding of human and animal anatomy

Creative character conceptual skills

Solid foundation in traditional media (figure drawing, painting, sculpting, design)

Program Proficiency

Mastery in Zbrush and Photoshop (training on MAC and PC)

Proficient in Maya, Mudbox, After Effects, Illustrator, Indesign, UV Headus

Introduction experience with Final Cut, Flash, Dreamweaver

Personal

Passion for gaming, sculpting, and modeling

Ability to quickly master new software using communication and teamwork skills

Appreciative of art direction and critiques while seeking to constantly improve work