

Justin Sanders

Concept & 3D Environment Art

www.sandersart.net | jls674@nyu.edu | (c) 347.549.2485 | (t) 212.535.6117
4 East 66th Street, Apartment #10, New York, NY 10065

Experience

- 5/2011 - 8/2011 Insomniac Games Internship | Durham, North Carolina
 - Designed and created characters and props for Ratchet and Clank All 4 One (R)
 - Populated five bonus levels with prefab meshes
 - Created and painted up images for frontend loading and splash screens
 - Created marketing images

- 10/2010 Published illustrations in Sci Fi Art: NOW including inside cover

- 5/2010 - 8/2010 InstantAction Internship | Nevada, Vegas
 - Created concept art for an unannounced RPG
 - Created art assets and promotional images for Instant Jam (R)

- 6/2009 - 8/2009 InstantAction Internship | Eugene, Oregon
 - Created environment art assets and weapon texture for Legions: Fallen Empire
 - Created promotional art for Legions: Fallen Empire and Playtribes

- 1/2008 - Present Tribal Wars Level Designer, Concept Artist, 2D Artist (Texturing)
 - Illustrated and created environment art assets for multiplayer-only FPS
 - Generated challenging amps catered to z-axis (Starsiege Tribes esc) gameplay
 - Worked with small developer team from Splash Damage and other freelancers

- 6/2005-8/2005 2K Games Internship | New York, New York
 - Created press binders for Elder Scrolls 3, Pirates!, Serious Sam 2, and Civ 4
 - Surveyed beta versions of to-be-published titles
 - Generated marketing schemes for Oblivion and Civilization 4

Education

- 5/2007 - Present NYU Tisch Senior, Undergrad Film/TV (Animation Major)

Justin Sanders

Concept & 3D Environment Art

www.sandersart.net | jls674@nyu.edu | (c) 347.549.2485 | (t) 212.535.6117

4 East 66th Street, Apartment #10, New York, NY 10065

Skills

- Photoshop
- Maya
- Zbrush
- UDK
- Unity
- 3D Studio Max
- xNormal
- CryEngine 3