

# Justin Sanders

Concept & 3D Environment Art

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## 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)

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## Skills

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