

Josh Larsen

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Senior Environment Artist

[linkedin.com/in/josh-larsen-artist](https://www.linkedin.com/in/josh-larsen-artist)

Qualifications

- Experience shipping AAA games that look great and work well
- Level planning, asset list creation and technical guideline production
- PBR material sourcing, generation and pipeline experience
- Organic and Hard Surface modeling experience
- Familiarity with modern game engine asset creation and optimization methods
- Highly self-motivated with a strong work initiative, detail oriented, and outstanding problem solving skills
- Plays well with others

Experience

- **Crystal Dynamics**
 - Senior Environment Artist, Perfect Dark January 2021 – August 2025
 - Level Production in Unreal 5
 - Mesh kit production using Blender and Nanite in Unreal 5
 - Level Stakeholder
 - Senior Artist – Outsourcing Integrator, Marvel Avengers June 2020 – December 2020
 - Worked with external vendors on asset production
 - Feedback cycles with Art direction and external vendors
 - Integrated final assets into game and assured high quality and performance
 - Created Environment Assets, Weapons and props – Maya, Zbrush, Painter
- **Amazon Digital Studio, Freelance Artist**
 - Material Artist / Senior 3D Artist January 2020 – June 2020
 - Create complex substances in Substance Designer
 - Create photorealistic Materials in Substance Painter
 - Build 3D models to a Photographic Standard
 - Coach other artists on the production floor
- **Turn 10 Studios, Microsoft (Randstad USA)**
 - Forza Motorsport June 2018 – March 2019
 - Senior Environment Artist
 - PBR Material Creation through Substance Designer
 - World building, terrain creation, modeling, texturing, material tuning and performance optimization
 - Prototyping technologies and workflows for production
 - Bug and task management
 - Photogrammetry capture and processing
- **Wargaming Seattle**
 - Unannounced Project
 - Senior Environment Artist December 2017 – June 2018
 - World building, terrain creation
 - Hard surface modeling, texturing and integration
 - PBR Material Creation

- **Turn 10 Studios, Microsoft (contract artist through Aquent, LLC)**
 - Forza 7, Forza 6, Forza 5 August 2011 – October 2017
 - Forza 4, Forza 3, Forza 2 October 2006 – April 2011
 - Track Artist
 - Level planning for external production team – including asset lists, placement maps, time estimates and documentation for systems
 - PBR material sourcing and creation – included planning international reference gathering trips, renting equipment and gathering color correct reference
 - World building, terrain creation, modeling, texturing, material tuning and performance optimization
 - Prototyping technologies for scale production
 - Worked in highly technical production environment – understanding of custom workflows and toolsets in concert with traditional software and methods
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- **Good Science/NUI Publishing, Microsoft (contract artist through Aquent, LLC)**
 - Kinect Star Wars – Environment Artist Aug 2011 – Feb 2012
 - World building, texture creation, performance optimization
 - Created destructible assets and scripted destruction effects
 - Asset creation and refinement

Hobbies: Building and flying remote control drones and planes, 3D design and 3D printing, photography, international travel