

# Joseph Horsmann

✉ josephhorsmann@gmail.com

🌐 josephhorsmann.com

☎ (763) 486-3336

## DIGITAL ARTIST

I'm a digital artist working in games and media. My professional experience includes work in UI, graphic design, marketing, video editing and quality assurance testing. I have experience working collaboratively in several roles as part of a game development team and meeting release deadlines.

## SKILLS

### Software

- Adobe Acrobat
- Adobe Photoshop
- Autodesk Maya
- Microsoft Office
- Adobe After Effects
- Adobe Premiere
- Autodesk Mudbox
- RPG Maker
- Adobe Illustrator
- Amplify Shader Editor
- Blender
- Unity

### Programming

- CSS
- HTML
- Javascript

### Other

- Versed in comprehensive documentation and tracking of project features
- Adept at managing and facilitating communication between team members
- Experienced in working collaboratively as part of a game development team to meet release deadlines
- Skilled at fulfilling multiple roles simultaneously and stepping in to fill vacant roles

## EXPERIENCE

### CogReps Inc. - Artist

Minneapolis, MN, January 2018 - July 2020

#### Artist

- Designed and created game art, logos, UI, materials and shaders for the *Smash Routes* app
- Designed and created marketing materials for *Smash Routes*, including imagery and edited videos

#### UI Engineer

- Implemented the visual components of the *Smash Routes* app, such as game art and UI, in Unity
- Ensured UI was correctly responsive across different device profiles and platforms

#### QA Tester

- Led the company's QA initiative, keeping an in-depth log of all of the app's features and behaviors
- Regularly tested the *Smash Routes* app, tracking bugs and behavior functionality

### iD Tech Camps - Instructor

Saint Paul, MN, June 2016 - August 2016

#### Instructor

- Worked as an instructor, teaching game design, Photoshop and programming to children ages 7 to 14
- Created custom lesson plans to teach in a way that was accessible, flexible and fun for the kids

## EDUCATION

### Rochester Institute of Technology

Rochester, NY

- Bachelors of Science in New Media Interactive Development
- Minors in Game Design and Japanese
- GPA: 3.81/4.00
- Academic Honors: Presidential Scholarship, Dean's List, National Honors Society