



Joe Grabowski

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[Art Station Portfolio](#)

SKILLS

| | |
|---|-----------------------------------|
| Low and High Poly Modeling | Organic and Hard Surface Modeling |
| Modular Asset Design | Level Layouts |
| Event Scripting | Set Dressing |
| Modeling and Texturing from Concept Art | UV Layout and Optimization |
| Hand Painted Textures | Physical Based Rendering workflow |

RELEASED TITLES

| | | |
|---------------------------------|------------------|----------------|
| Tuebor | - PC | September 2016 |
| Loops of Zen | - iOS/Android/PC | September 2016 |
| Neverending Nightmares | - PC/Ouya/PS4 | September 2014 |
| Retro/Grade | - PS3/PC | August 2012 |
| National Geographic's Dino Land | - iOS | January 2013 |

PROFESSIONAL EXPERIENCE

October 2015 - Present

Strength in Numbers Studios – Tuebor

Environment/Prop Artist

- ◆ Modeled and textured environment sections and props based on concept art
- ◆ Design and set dressed levels
- ◆ Created promotional and marketing materials for the game

Loops of Zen

- ◆ Modeled and textured background environment
- ◆ Organized and lead team to ensure quality level was consistent

August 2011 - 2015

Infinitap Games – Devastated Dreams

Lead Artist

- ◆ Lead art team
- ◆ Worked with programmers to create puzzles and interactions
- ◆ Animated characters and environment pieces

Neverending Nightmares

Lead Artist

- ◆ Animated characters and environment pieces
- ◆ Designed and set dressed levels
- ◆ Helped in development of proprietary animation software
- ◆ Created textures and meshes from source art

August 2010 - August 2012

24 Caret Games – Retro/Grade

Principal Artist

- ◆ Responsible for modeling and texturing background environment assets
- ◆ Designed, set dressed, and animated background levels
- ◆ Modeled and textured enemy and boss ships

EDUCATION

2007 - 2010

Savannah College of Art and Design, Savannah, GA

Interactive Design and Game Development

Bachelor of Fine Arts (B.F.A.)

2006 - 2007

Henry Ford Community College, Dearborn, MI

HONORS AND AWARDS

| | |
|------|--|
| 2014 | Runner up "Best Looking Game" Giant Bomb's Game of the Year Awards |
| 2014 | Runner up "Best Horror Game" Giant Bomb's Game of the Year Awards |
| 2010 | Indiecade Audience Award: "Retro/Grade" |

APPLICATIONS

(latest version unless specified)

| | |
|--|---------------------|
| Autodesk Maya (2008, 2009, 2010, 2016) | Adobe Photoshop |
| Substance Painter | Quixel Suite |
| Substance Designer | xNormal |
| Pixologic XBrush | Adobe After Effects |
| Unreal Engine 4 | P4V |