

Joshua Reid

3D Generalist + Designer

About:

3D Generalist, Motion Designer and Graphic Designer based in New York

Avid enjoyer of video games, plants, magic the gathering and my dog

CONTACT:

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JoshReidArt.com

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SKILLS:

Maya + 3DS Max + Blender + Cinema4D + Substance Painter + Substance Designer + Zbrush + Adobe Creative Suite

EDUCATION:

Fashion Institute of Technology
BFA | Animation, Interactive
Media and Game Design
Class of 2020

EXPERIENCE:

Freelance - Designer

May '20 - Present

Crafted comprehensive brand strategies for print and web platforms, I ensure a cohesive and impactful presence across diverse channels. My expertise lies in conceptualizing compelling designs tailored for product launches, aligning them closely with brand objectives for maximum effect. Through effective client communication, I adeptly understand design preferences and project deadlines, fostering seamless collaboration and ensuring the timely delivery of high-quality design solutions.

Freelance - Audio Editor

July '23 - Present

Proficient in audio editing in Adobe Audition, with a strong ability to enhance audio quality, remove noise, and manipulate sound to achieve desired effects. Skilled in editing voiceovers, audio for animated shorts, and sound effects for video games. Experienced in mastering and mixing audio tracks to deliver high-quality final products.

Alden Studios - Lead 3D Artist

May '22 - June '23

Delivered architectural renderings to esteemed clients such as MKCA, Rockwell Group, and Modellus Novus. Proficiently utilized 3DS Max to translate client architectural designs into meticulously detailed 3D models, ensuring precision in geometry. Achieved photorealism in lighting, textures, and overall visual aesthetics. Demonstrated leadership by directing and guiding a team of artists to synchronize efforts and meet project milestones.

REED+RADER - 3D Character Artist

June '20 - December '20

Led the retopology process and rigging of characters for our client Spotify and in-house productions, allowing for a more efficient workflow. Proactively sought out client feedback to ensure the timely delivery of high-quality content matching their vision and requirements. Rigging was done in Maya and then transferred to Unreal Engine for final rendering.