

# JOSHUA ROWE

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**Technical Artist**- Creative problem solver. Pulls double duty as an artist and a programmer. Thrives when collaborating, bouncing ideas off peers, and getting direct criticism. Constantly expanding a toolset of skills and interests. Trained as a Generalist with experience in Effects, Modeling, and Pipeline management and optimization.

## Technical Skills

- Alias Maya – 4 years, very proficient modeler with 3 versions under the belt
  - Mel Scripting – 9 months, moderate experience growing with thesis research
  - 3ds Max 9.0 – 2 month of production experience focus on effects animation
  - Scripting Languages – 3 months of work experience in Perl, AWK/SED, Bash scripting. Learning to love the command line more and more everyday.
  - Renderman/MTOR – 3 years, Comfortable writing shaders by hand or using Slim
  - Shake & Digital Fusion 5 – 1.5 year of using node based compositors (including scripting) used After Effects previously.
  - Adobe Photoshop – 5 years, extremely versed
  - Comfortable with Linux/Unix, OS X, and WinXP/2000 use all 3 everyday
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## Related Experience

December 2006 – January 2007

Corgan Media Lab of Corgan Associates, Inc.

501 Elm Street Dallas, TX 75202

### FX Animator

- FX animator on project involving eight, 30 second concepts done in just over 6 weeks
- Learned a new software package while designing and implementing FX on 4 of the 8 concepts with the Art Director and senior Technical Director
- Extensive use of animation driven particle simulations, smoke, & lighting effects

August 2006 – Present

Texas A&M University College of Architecture

College Station, TX

### Graduate Assistant Teaching

- Technical instructor to first year graduate students in the Viz lab.
- Course work involves modeling, lighting, shading, rigging, animation, and rendering
- The “Maya” instructor for the class focusing on a generalist approach to the coursework.

May 2006 – August 2006

Electronic Arts – Tiburon

Orlando, FL

### Technical Artist Intern - on 2 titles; Superman Returns: The Game & Tiger Woods 2008

- Developed scripts and tools in eyeon Fusion 5 for the Superman Cinematics lighting team
- Devised an automated tableau with web interface to help ensure consistency for lighters.
- Perl, Bash, and AWK scripting techniques to stream line and automate tasks for artists
- Prototype tested the use of a 3rd party software with existing game pipeline hardware.
- Worked with producers, artists, and software engineers to troubleshoot and evaluate new game features focusing on player created facial content

## More Experience and Education on the next page

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Jan 2004 – May 2006

Texas A&M University Computing Information Services College Station, TX

**Graduate Assistant Non- Teaching**

- Training instructor, responsible for increasing student worker knowledge base
- Developed online training system for new student worker employees
- Promoted from undergraduate student worker position held from 2001-2004

June 2004 – December 2005

**Some Assembly Required\*** Short animated film Texas A&M University

- Character lead on 11 person team, mentored by Rhythm + Hues professionals
- Responsibilities: Modeling; UV layout; blend shapes; skinning and influence mapping; hair & fur development; texture and shader creation.
- Team members given exposure to every aspect of production; storyboard to final product.

Jan 2001 – Jan 2004

Texas A&M University Computing Information Services College Station, TX

**Student Worker IV**

- Personal interest in CG led to being the “go to guy” for student (customer) problems related to graphics and the more advanced programs available

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**Education**

Fall 2003 – December 2006

Texas A&M University College Station, TX

**Masters of Science in Visualization Sciences**

College of Architecture Visualization Laboratory (the Viz Lab)

- Course work focuses on both the art & technical aspects of computer graphics
- Thesis topic: Influence Based Procedural Modeling, Defending in March '07
- **Academic Awards** May 2005 Pixar Aggies Scholarship recipient

Fall 1998 – Spring 2003

Texas A&M University College Station, TX

**Bachelor of Environmental Design, Cum Laude 3.6 GPA**

Coursework directed towards visualization track, a mix of traditional architecture studios complemented with digital art and programming courses

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**Personal Interests**

Photography; Modern sculpture; Loud music; Good television; Fun Video Games; Tex-Mex; Shiner beer; All other beers.