

Joshua Henson | 3D Artist

South San Francisco, CA | 650-822-4610 | tktjoshuahenson@yahoo.com | <https://www.artstation.com/joshuahenson>

Summary

Experienced self-taught 3D Artist with a passion for hard surface modeling. Able to perform general 3D tasks such as modeling, texturing, UV unwrapping, and sculpting. Enthusiastic about all things 3D rendered and animated.

Experience

DECEMBER 2019 - MAY 2020

Outward Inc., San Jose, California - 3D Artist Associate

- Modeled contemporary furniture from 3D scans and reference images.
- Produced variations from existing parent 3D models.
- Ensured an object's UVs were proportioned correctly based on company standards.
- Collaborated and shared knowledge and techniques with the team.

FEBRUARY 2018 - PRESENT

EMR CPR, Fremont, California - IT Technician

- Deployed and tested hardware such as monitors and KVM switches.
- Disconnected and reconnected hardware setups for clients.

Projects

Mustang GT SN95 - <https://www.artstation.com/artwork/Ar2EJW> | CGTrader

- Modeled and textured exterior, interior, suspension and engine based on reference images.
- UV Unwrapped for texturing and potential variations of the car.
- Created custom materials using nodes for different surfaces such as car paint and rubber.

Ferrari 250 Testa Rossa - <https://www.artstation.com/artwork/mGoqq> | CGTrader

- Sculpted leather seats to incorporate wrinkles using baked normals with ZBrush.
- Incorporated object modifiers to create tires, wheels, and engine parts.

Technical Skills

Blender, ZBrush, Photoshop, Substance Painter, Cycles Rendering, Eevee Rendering, CrazyBump, HTML5, CSS3, Javascript, jQuery

Education

2016

Westmoor Highschool, California - High School Diploma

2022

UC Berkeley Extension, California - Certificate, Full Stack Web Developer