



web: www.supajoe.com

email: joe@supajoe.com

PH: 469.371.1869

Joe Esma

DIGITAL ARTIST

GAME TITLES

Betty Boop: Double Shift, Black Lantern Studios **Jul 2007**

Roles: Contract work; created sets of background and level art sprites for Nintendo DS title.

Depths of Peril, Soldak Entertainment (Team Size: 20) **Aug 2006-Aug 2007**

Roles: Character, world object and environmental modeler; texture artist; concept artist; 3d animator and rigger.

Vegas Casino & Zero G, Magnin & Associates (Avg. Team Size: 6) **Oct 2004-CURRENT**

Roles: Lead Artist/Level Designer/Animator on Nintendo DS titles; created low-poly 3d models and textures; animated and rigged characters, 2d sprites and animated textures, managed a team of artists, and created task lists. Contributed to box art & manual for European release.

Eclipse, Celtech Studios (Team Size: 17) **Jan-June 2005**

Roles: Art lead, animator, concept artist, world object modeler and texture artist; wrote Art Style Guide, managed a team of artists and created task lists.

OTHER EXPERIENCE

2007-Current Devry University, Irving, TX

Role: Adjunct faculty; teaching 3ds Max and Photoshop

Viper Comics, Dallas, TX

Role: Interior & cover artist on comic series to be published Mar. 2008

EDUCATION

Jan. 2004-June 2005

The Guildhall at SMU (Master's Level Certificate in Art Creation)

Sept. 2000-May 2002

Baylor University (BA Telecommunications)

SKILLS

Art: 3ds Max, Maya, Adobe CS, Dreamweaver, Zbrush, Nintendo Nitro Character, Vicon IQ, Motion Capture

Other: Adobe Premiere, Final Cut Pro, Nintendo Nitro System, Visual SourceSafe, Half Life 2 Source SDK, Heavy Metal: FAKK 2 engine and the Scrolling Game Dev Kit.