

JACOB JOYCE

SENIOR COMPOSITING ARTIST

Seattle, WA

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EDUCATION

Bachelor of Fine Art,
Game Art & Design
The Art Institute of Seattle
June 2015

SKILLS

Compositing
Game Capture
Lighting
Marketing Art
(Motion) Graphic Design
Photography

SOFTWARE

Adobe Creative Cloud
After Effects
Illustrator
Photoshop
Maya
Substance
UE4

EXPERIENCE

Destiny 2

Aug 2020 -

Bungie - (Senior) Compositing Artist

Creating still art composites that help define and expand the look of live service marketing campaigns.

- Staging, lighting, capture, and compositing of game assets for still art marketing assets
- Innovating on key art designs for annual live event campaigns and releases to consistently deliver visually creative and unique assets
- Highlighting new content to bolster community engagement and drive in-game and external mass market sales
- Capturing in-game screenshots for press kits, social media, or other marketing purposes

Forza Street (UE4)

Jan 2019 - Aug 2020

Turn 10 Studios - 3D Artist III

Publishing team artist responsible for visual ID, digital store, and marketing asset development and generation.

- Staging, lighting, and capture of game assets for visual ID and digital store asset creation
- Graphic design and generation of all store asset packages, online ad campaigns, and social media imagery using visual ID and licensed media
- Staging, shot design, sequencing, and editing of launch trailers, mobile video advertisements, and animated digital marketing material

Earthfall (UE4)

Feb 2016 - Jan 2019

Holospark - Environment Artist

Grew from world building to brand building through composite work and graphic design. Developed visual ID and marketing assets for physical and digital retail.

- Staging, shot design, sequencing, and editing of DLC launch trailers, video banner advertisements, and marketplace .gifs
- Staging, sequencing, and editing of in-game characters and environments for use in Earthfall UI; as achievement unlocks; and composites
- Graphic design of promotional and marketing imagery for online advertisements and market places; print magazines; and convention booths

République (Unity)

Jul 2015 - Oct 2015

Camouflaj - 3D Artist Intern