

JACOB JOYCE

SENIOR MARKETING ARTIST
& VISUAL DESIGNER

Seattle, WA

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EDUCATION

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

SKILLS

Art Direction
Creative Feedback
Visual Storytelling
Marketing Art
Compositing
Game Capture
Virtual Photography
Photography
Lighting Direction
Motion Graphics
Graphic Design
Image & Video Editing
Creative Production
Brand / IP Consistency

SOFTWARE

Adobe Creative Cloud
After Effects
Illustrator
Photoshop
ShotGrid
Figma
Jira
Blender
Unity
Unreal Engine
Adobe Substance 3D

EXPERIENCE

Destiny 2

August 2020 - July 2026

SIE | Bungie - Senior Compositing Artist

Developed still art marketing visuals that shaped the look of Destiny 2 live-service marketing campaigns and elevated rewards, activities, and seasonal beats.

- Staged, lit, captured, and composited characters, props, and environments for high-quality promotional marketing assets
- Partnered with technical artists to develop custom posing and capture workflows that enabled more dynamic key art compositions and expanded visual storytelling opportunities
- Guided mid-level artists through workflow standards and best practices while providing creative feedback with actionable direction to improve asset quality and consistency

Forza Street

January 2019 - August 2020

Turn 10 Studios - 3D Artist III

Developed visual identity and cross-channel marketing assets that elevated Forza Street's presentation across digital storefronts and promotional campaigns.

- Staged, lit, sequenced, and edited in-game assets for digital storefront visuals, trailers, mobile video advertisements, and animated marketing materials
- Designed and art directed digital storefront packages, online ad campaigns, and social media imagery

Earthfall

February 2016 - January 2019

Holospark - Environment Artist

Translated worldbuilding experience into brand-focused visual design to develop visual identity and marketing assets for physical and digital retail.

- Staged, lit, sequenced, and edited in-game assets for still and video marketing materials including launch trailers, digital storefronts, UI elements, and promotional composites
- Created and polished in-game environments through modeling, texturing, lighting, and set dressing to support visual storytelling and worldbuilding goals