J o s h u a J a m e s S h a w

Concept Artist / Illustrator

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Professional Experience

Feb 2008 - Present
Firaxis Games - Take 2 Interactive - Freelance Concept Artist

-Unannounced Sci-Fi Game

Aug 2006 - Feb 2008
THQ - Concrete Games - Concept Artist

-Revolution (Open World)

Feb 2005 - Aug 2006
EA Mythic (Mythic Entertainment) -Concept Artist-

-WarHammer Online: the Age of Reckoning
-Dark Ages of Camelot
-Imperator MMO

May 2004 - Feb 2005
Decipher Inc. - Concept Artist/ Illustrator-

-Wars TCG

Wizards of the Coast - Freelance Concept Artist/Illustrator-

-D&D Races of Ebberon (Illustrations)
-DreamBlade (Miniatures Concept Art)

Internships / Summer 2002

LucasArts Entertainment -Concept Art Intern-
-RTX Red Rock
-Sam and Max (online)

Education

Columbus College of Art and Design
-BFA Bachelor of Fine Arts
-Major in Illustration
Awarded a Full 4 year Tuition Scholarship 1 of 2

Work References

Eric Ehoff / NC Soft - Lead Concept Artist - samuraicop@gmail.com (512) 963 6813
Greg Knight / Image Movers Dgtl - Concept Artist - gknight73@earthlink.net (707) 338 6540
Chris Anderson / NC Soft - Concept Artist - chrisbeckons@gmail.com (932) 661 9220

Character References

Sean McNally /Blur Animation - Concept Artist - smcnally@blur.com (310) 581 0626 ext 144
Jeff Murchie /38 Studios - Concept Artist - jeffreymurchie@hotmail.com (781) 799 1343
Tara Rueping / Turbine Games - Lead Concept Artist - inkbrush@aol.com (608) 213 2330