Joshua Arora – 3D Modeler

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EDUCATION

Academy of Art University |BFA in 3D Modeling   *San Francisco, CA* | **06/2021 – Present**
- School of Game Development – Expected Graduation in 2026 (President Honor's List)
- Spring Show 2025 – Accepted Submission: *Hydro Ray Pistol*
- Valorant Esports Team Member – Spring 2024

EXPERIENCE

Smilegate – Global Business Outsourcing (GBO), OPC. | Intern (OJT)   *Manila, Philippines* **| 06/2025- 08/2025**
- Produced high-quality 3D assets for Crossfire promotional campaigns, ensuring thematic accuracy and visual impact.
- Designed title/team logos with chrome & gunmetal wear, modeled gemstone assets, created promotional crates, in-game currency, and an environment scene from concept to final render.

The Retreat Palm Dubai | Graphic Design Intern   *Dubai, UAE* | **07/2018 - 08/2018**
- Designed an ad brochure for Retreat Palm Dubai, boosting inquiries from Saudi Arabian tourists by 30% in three months.
- Researched cultural preferences, increasing audience engagement by 25% through tailored content.

The Message House | Graphic Design Intern   *Dubai, UAE* | **07/2017 – 08/2017**
- Designed and installed greenery-themed vinyl wall art to enhance workplace environment.

PROJECTS

BLOOD (Collab Project for AAU)| Environment Artist   *San Francisco, CA, USA* | **02/2025-05/2025**
- Created and refined environmental assets for Blood, ensuring level consistency and alignment with the game's visual direction.

CITY DESTROYER (Collab Project for AAU)| 3D Lead & Environment Artist   *San Francisco, CA, USA* | **09/2025-Present**
- Lead five 5 3D Artists developing a level environment, defined visual direction with other leads and oversee asset quality through review. Managed asset library and task distribution to ensure on-schedule production.

IAGO Short Film | Actor   *Dubai, UAE* | **07/2024-07/2024**
- Street-cast in a colleague's film, collaborating with the director, crew, and actors to develop character and scene direction.

SKILLS

Maya, ZBrush, Substance Painter, Photoshop, Unreal Engine, Marmoset Toolbag 5