Joshua Arora – 3D Environment and Prop Artist

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EDUCATION

Academy of Art University |BFA in 3D Modeling *San Francisco, CA* | **06/2021 - 05/2026**

- School of Game Development – (President Honor's List)
- Selected for Spring Show 2025: Hydro Ray Pistol
- Valorant Esports Team Member – Spring 2024

EXPERIENCE

IDA Interior Design Associates | 3D Visualizer Intern *Dubai, UAE* **| 09/2026 - Present**

- Modeled 9 furniture and lighting fixture assets in Maya for interior visualizations and produced 2 guestroom presentation floor plans in Photoshop.

Icarus Alpha Inc. – Remote| 3D Environment & Prop Artist Intern *San Francisco, CA* **| 07/2026 - Present**

- Model and optimize game-ready facility assets for Project 1: AESCENSION, preparing UV layouts and meshes for Unreal Engine 5.

Smilegate – Global Business Outsourcing (GBO), OPC. | Intern (OJT) *Manila, Philippines* **| 06/2025 - 08/2025**

- Created Crossfire promotional assets, including gemstones, crates, currency, and title/team logos with chrome and gunmetal finishes.
- Built a gun-room environment in Unreal Engine 5, including display-case modeling, materials, lighting, and rendering.

The Retreat Palm Dubai | Graphic Design Intern *Dubai, UAE* | **07/2018 - 08/2018**

- Designed a promotional brochure for The Retreat Palm Dubai to attract Saudi Arabian tourists.
- Researched cultural preferences to tailor the brochure's messaging and visuals to the target audience.

PROJECTS

Private Investigator Office | 3D Environment Artist *Personal Project* | In Progress

- Developing a lived-in interior in Unreal Engine 5, creating modular architecture and props in Maya and texturing assets in Substance Painter.

CITY DESTROYER (Collab Project for AAU)| 3D Lead & Environment Artist *San Francisco, CA, USA* | **09/2025 - 05/2026**

- Led five 3D artists in developing a level environment; coordinated visual direction with other leads and reviewed asset quality.
- Managed the asset library and task assignments to keep production on schedule.

BLOOD (Collab Project for AAU)| 3D Environment Artist *San Francisco, CA, USA* | **02/2025 - 05/2025**

- Modeled floor and vent panels in Maya; revised existing assets and colors to match the level's art direction.

SKILLS

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

Technical: Hard-surface modeling, sculpting, UV mapping, texture baking, PBR texturing, modular environments, mesh optimization