

Joe Burak

Website: www.joeburak.com | linkedin.com/in/jburak/
 Email: contact@joeburak.com

SKILLS

3D Studio Max	Photoshop	Unity
Maya	Pixel Art	Unreal Engine
Video Editing	Aseprite	Microsoft Office

EXPERIENCE

Freelance Artist	11/2013 to Present
<ul style="list-style-type: none"> Using Photoshop to create pixel art for graphics, games, & illustrations Working with 3DS Max create high and low poly models Building experiences or games using Unity & Unreal 	
Wedoo	04/2021 to 08/2025
Visual Content Creator/3D CGI Arstist <ul style="list-style-type: none"> Using Maya for adjusting geometry and UVs Create conditioning logic updates & importing into Unity Building lighting, materials, & render scenes in Unity 	
3DExcite/Dassault Systemes	09/2019 to 04/2022
Data Preparation Specialist <ul style="list-style-type: none"> Organizing 3D scene structures Using Delta-gen to create render decks for clients Cleaning geometry from CAD files 	
Mackevision	03/2016 to 12/2018
3D Production Artist <ul style="list-style-type: none"> Using Maya to clean up geometry and retopologize models Use V-ray along with existing shaders to create realistic renders Work with clients to build presentations in PowerPoint 	
Toccata Gaming	03/2015 to 09/2015
Graphic Artist <ul style="list-style-type: none"> Creating graphics, animations, & textures in 2D Building 3D models, making clean uv unwraps, and animations Construct levels and environments using game engines 	
Independent Contractor: Subcontracted - Chrysler	11/2013 to 06/2014
3D Artist <ul style="list-style-type: none"> 3d model assets using in house modeling software Extract CAD data to build full layouts Export out artwork for clients 	

EDUCATION

Internatioinal Academy of Design and Technology	2008 to 2011
Game Production & Design	