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## JOSHUA UPSHAW –

CHARACTER DESIGNER & VISUAL DEVELOPMENT  
ARTIST

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### OBJECTIVE

Accomplished professional with extensive experience in production, management, and a strong military background, seeking a managerial or producer role where I can utilize my leadership skills, strategic planning capabilities, and commitment to excellence. With a track record of managing high-stress environments and leading cross-functional teams to success, I am eager to bring my disciplined approach and proactive problem-solving skills to drive impactful projects and streamline operations.

### SKILLS & ABILITIES

Leader, excellent communication, adaptable, time management, team player, goal oriented. Experience in VR/AR, Quil, Six Sigma, Zbrush, Blender, Adobe Illustrator, Conflict Resolution, Digital Marketing, Data Analysis; ability to work with PC and MAC systems. Produce quality work. Fast learner and self-motivator.

### EDUCATION

**ACADEMY OF ART UNIVERSITY,  
SAN FRANCISCO, CALIFORNIA**

- Bachelor of Fine Arts, Visual Development
- Academy of Art University Class of 2019

### EXPERIENCE

#### NICKELODEON

10/01/2022 - 4/01/2024

- Character & Concept Artist on Rugrats. Working directly with Art Director and Executive Producers to create assets for 3D characters.

#### AWESOME INC.

2/2/2022 – 8/01/2022

- Senior Character Designer on feature Jodie (Daria spinoff starring Tracee E. Ross)

#### FLOYD COUNTY PRODUCTIONS

3/28/2020 – 4/04/2021

Character Designer & Layout Artist

- Communicated with Leads, Art Directors, and Producers to establish cohesive character designs.
- Worked on two projects with the ability to switch between vastly different styles on the fly.
- Produced multiple orthographic sheets for characters with a variety of body shapes and styles.
- Character Designer on Marvel's Hit Monkey
- Designed for Sony & Robert Valley's unannounced project

#### U.S. ARMY

10/2010-02/2014

U.S. Army Soldier

- Skills such as problem solving, dedication, reliability, and timeliness were core daily objectives.
- Worked in teams and individually to meet short, pressing deadlines.
- Oversaw groups of Soldiers of up to 5 during scheduled tasks.
- Planned and executed missions with little to no supervision.

### VITALS

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Website:

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