

Josiah Colborn

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I provide cohesive creative leadership and compelling content for game projects by bringing the following strengths to game teams:

- Affinity for aesthetics and asset production for game development
- Risk-manager, critical thinker, organizer and tech-savvy content creator
- Top-down understanding of game systems and their impact on a product
- Bottom-up perspective of gameplay experiences as a passionate gamer
- Avid writer and inclusive communicator; Approachable and professional

Professional Experience

Wargaming Seattle

Art Manager

May 2013 – Current

- Wrote design proposals, job descriptions and art bibles for free-to-play projects
- Collaborated with dept. directors to create goals; Tasked artists and art leads
- Senior art department representative for development processes and hiring
- Key resource for team organization, morale and communication solutions
- Created schedules and estimates to meet content needs, including outsourcing
- Grew a world-class multi-discipline art team from 6 to 28 in about one year

Gas Powered Games

Art Lead and Art Coordinator

June 2011 – May 2013

- Art Lead for **HEX: Shards of Fate**, built in Unity 3D
- Directed UI art style and artists; Matched the style of our partner's product
- Unified art asset tracking systems; Established and documented art pipelines
- Expert on complex game content systems including UI, terrain, water and trees
- Created concepts, models, textures and icons for **Age of Empires Online**
- Go-to-guy for art content-engineering and asset creation miscellanea
- Tasked, mentored and directed internal, off-site and intern artists

Super X Studios

Game Systems Designer, Contract

August 2015 – Current

- Established product vision for **Greg Hastings Paintball 3**
- Designed player equipment and avatar skill economy and progression systems, targeting *player retention, monetization* and *social play* as core pillars
- Collaborate and build consensus on goals with the Creative Director, Tech Director and Game Designers through documentation, emails and meetings

Super X Studios

Creative Lead and Art Lead

October 2007 – November 2010

- Designed mechanics and game content for:
 - **Greg Hastings' Paintball 2, Wild Earth: African Safari** and publisher game pitches
 - Designed levels, made UI layouts, created VFX assets and set up game objects in-engine
 - Directed, tasked, mentored and established process for a team of 4 artists
 - Created game assets using all art disciplines for game projects in multiple styles
 - Researched and learned art techniques to enhance the studio's art quality
- Also contracted as an animator during the period of May – September 2005*

Infinitos Pen & Paper Roleplaying System

Creator

Current

- Designed and wrote all game system rules for a trans-genre roleplaying system
- Create and host original content to test systems and gather player feedback

Microsoft Game Studios (VOLT)

QA Lead, **Mass Effect**

February 2007 – September 2007

QA Lead, **Vanguard** and **Gears of War**

January 2006 – November 2006