

**JOSIAH E. GOODALE II**  
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#### **HIGHLIGHTS OF QUALIFICATIONS**

- Experience in the 3D modeling and drafting industries
- Positive attitude and work ethic
- Intuitive problem solving abilities
- Professional communicator, one on one or in groups
- Maintains a positive rapport with clients and coworkers

#### **TECHNICAL SKILLS**

- Rhino
- 3D Studio Max
- AutoCad
- Adobe Photoshop
- Maya
- SolidWorks
- CNC Setup and Operation

#### **EMPLOYMENT HISTORY**

##### **PRODUCTION ENGINEER**

**11/14 TO Present** 3form, Salt Lake City, Utah

Production of 3D models and draft documents for aesthetic and structural architectural applications.

##### **SENIOR PRODUCTION DESIGNER / PROJECT MANAGER**

**11/10 to 12/13 E2 Design and Fabrication**, Salt Lake City, Utah

**Production Design** Conceptual design, 3D modeling, drafting and animation of retail interiors, trade show displays and fixtures to fulfill client criteria.

**Project Management** Coordination of production and logistics to achieve time sensitive delivery and installation and to meet critical end user business demands.

##### **LEAD ENVIRONMENT ARTIST**

**1/06 to 2/09 Sensory Sweep Studios**, West Valley City, Utah

Production of 3D environment and prop models and texturing, management of 5 to 10 artists and instruction of interns in the unique disciplines of Maya applications for game art production.

##### **PRODUCTION DESIGNER**

**2/04 to 12/05 The Mind's I Group**, West Valley City, Utah

Conceptual design, 3D modeling, drafting and rendering of trade show displays, retail interiors and POP applications to fulfill client requirements, as well as creation of 3D data for CNC machine operation.

##### **TECHNICAL ARTIST ~ ANIMATOR**

**9/95 to 5/00 Acclaim Entertainment**, Salt Lake City, Utah

Creation of models, textures and illustrations, as well as production and editing of motion capture data for interactive game production. Served as technical advisor, motion capture producer and editor and was involved in all aspects from advisor to code on physics properties to sound production.

##### **MACHINIST, ASSEMBLY / TEST, CAD DRAFTER**

**1/90 to 9/95 Lucas Aerospace**, Park City, Utah

-Production and revision of CAD generated production blueprints,

-Assembly, Test and Inspection of power transmission systems and component parts for military and civilian aircraft.

Development and test liaison to Pratt and Whitney and General Electric

Please view my portfolio at <http://www.joshgoodale.com>

**LINKED IN PROFILE:** [www.linkedin.com/pub/josh-goodale/18/294/242/](http://www.linkedin.com/pub/josh-goodale/18/294/242/)