



Josh Godsey

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Objective: To produce quality artwork for individuals and businesses looking to add a creative and imaginative touch to their projects.

Education: **Full Sail University** Winter Park, FL 2008
Bachelor of Science Degree in Computer Animation

Academic Projects & Activities

Spaced! – Animated Short

Worked in a team of 13 to create an animated short.

Modeled and textured environments

In charge of ensuring that other environment artist's models were up to par, completed and submitted on time.

SIGGRAPH – Student member and conference attendee 2008

Skills:

Software

Drawing	Photoshop	Mac OSX	Windows OS
3d Studio Max	Maya	Final Cut Pro	Unreal Editor

Employment History:

Freelance Artist

Mar. 2009 – present

Projects: Design logos, props and characters for advertisements, business cards and invitations, touch-up photographs, paint murals for children's rooms, etc.

Regions Bank Trussville, AL **Jan. 2009 – Present**
Teller

Duties: Team based environment, receive and process deposits and payments, also cash and order checks, escort customers into vault to access their safety deposit boxes, complete and file daily reports, work in Teller Edge and Regions Mainframe computer programs, new hire trainer.

Full Sail University Winter Park, FL **Apr. 2007 – Oct. 2007**
Open Lab Monitor

Duties: Opened computer lab for students to work on projects outside of class, helped any students that may have needed advice on projects or had questions about software packages, ensured that computers and equipment in labs were used in a respectful and professional manner.

Bose Store Birmingham, AL **Aug. 2004 – Jan. 2007**
Demonstration Specialist

Duties: Team based environment, Conducted sales and product demonstrations, also instructed workshops, attended to Customer Service and some Technical Support, setup and installed sound systems in store.

Employee of the Month (6 months)

District Employee of the Month (1 month)