



# JUSTIN VOYE

CREATIVE LEAD/DESIGNER DENVER, CO

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www.justinvoye.com

## SKILLS

**3D Modeling/Rendering**  
**Graphic Design**  
**Web Design & Developer**  
**Multimedia/Video**

## PROFESSIONAL SKILLS

**3D Software** - 3ds Max, Maya, Blender, Substance, Unreal, Marmoset Toolbag  
**Design Tools** - Photoshop, Illustrator, InDesign, Figma, Premiere, After Effects  
**Languages** - HTML, CSS, Sass, JavaScript, JQuery  
**Tools** - Visual Studio Code, Bootstrap, CodePen, GitHub, Git, Netlify

## WORK EXPERIENCE

Creative Lead/Sr. Designer  
**Logplan LLC | Denver, CO**  
December 2021- Present

**Creative Lead/Sr. Designer with a focus on company rebranding, visual identity, technical illustrations, and web design.**

- Redesigning visual identities (website, logos, colors, fonts), print/digital media for marketing expos and events, proposal and presentations graphics, templates, etc.
- 3D modeling & renderings, 2D/3D photo composites, and technical illustrations for domestic and international airport projects.

Adjunct Faculty  
**Rocky Mountain College of Art + Design (RMCAD) | Denver, CO**  
Apr 2022 - Sept 2022

**Adjunct Faculty for Game Art & Design (3D)**

- Teaching 3D fundamentals that introduces students to basic methodologies and techniques used for the creation of 3D art.
- Focusing on modeling, materials and textures, lighting, and animation at an introductory level.

Multimedia & 3D Designer  
**BNP Associates, Inc. | Denver, CO**  
July 2014 - November 2021

**Multimedia & 3D Designer for Baggage Handling, Cargo, and Apron Systems, web design and development, and marketing.**

- 3D modeling, renderings, and fly-through animations for baggage handling systems.
- Graphic design and video creation for marketing expos, demo reels, presentations, newsletters and social media outlets.
- UI/UX design for the company collaborative platform SharePoint.

3D Artist  
**Backflip Studios | Boulder, CO**  
July 2015 - September 2015

**Contract 3D artist for DragonVale World iOS/Android.**

- Low poly modeling and hand painted texturing several props/environment pieces.
- Worked closely with art lead and other artists in replicating a specific art style within the set pipeline and time-frame.

## EDUCATION

**B.S. Game Art and Design**  
Westwood College of Technology  
2004 - 2007

- Graduated with honors GPA of 3.9
- Selected for a mentorship from Netdevils game studio technical director developing a game with XNA.