

JOSHUA VIERS

ABOUT

Josh is a member of the Art Director's Guild of Los Angeles with a Bachelor of Science in Industrial Design and over 20 years of experience.

He has work in two upcoming features: Matt Shakman's *Fantastic Four* and Joachim Rønning's *Tron: Ares*. Recently he has designed and illustrated for Fede Alvarez's *Alien: Romulus*, Marvel's *Loki Season 2*, *Wakanda Forever*, and *Guardians of the Galaxy 3*. Josh has also put work in on several Marvel series including *Werewolf by Night*, *Wandavision* and *Hawkeye*.

Josh has extensive experience in game development: He served as Art Director for Kabam for two years, Art Lead for Sony Interactive and concept artist for Riot, Microsoft, Electronic Arts, 2K Games and Rocket Science Games.

Josh also worked as a concept artist for digital features for several years under the direction of Doug Chiang. He has been contracted as a concept designer for VFX houses Industrial Light + Magic and The Orphanage. While working as an industrial designer he designed shoes for adidas, toys for Hasbro and electronics for Samsung.

He is currently working out of his studio based in Los Angeles, CA.

FILMOGRAPHY

Marvel Studios – *Fantastic Four (Shakman)*

CONCEPT DESIGNER

Disney – *Tron: Ares (Rønning)*

CONCEPT DESIGNER

Disney – *Alien: Romulus (Alvarez)*

CONCEPT DESIGNER

Marvel Studios – *Loki Season 2 (Herron)*

CONCEPT DESIGNER

Marvel Studios – *Guardians of the Galaxy vol. 3 (Gunn)*

CONCEPT DESIGNER

FILMOGRAPHY (cont.)

Marvel Studios – *Loki* (Herron)

CONCEPT DESIGNER

Marvel Studios – *Wandavision* (Shakman)

CONCEPT DESIGNER

Pixar Animation Studios – *Unannounced* (TBD)

CONCEPT DESIGNER

Warner Bros. – *The Suicide Squad* (Gunn)

CONCEPT DESIGNER

20th Century Fox – *Mouse Guard* (Ball)

CONCEPT DESIGNER

Marvel Studios – *Captain Marvel* (Boden, Fleck)

CONCEPT DESIGNER

Disney Animation – ‘*Space*’ (TBD)

CONCEPT DESIGNER

Paramount Pictures – *Bumblebee* (Knight)

CONCEPT DESIGNER

Legendary Pictures – *Godzilla: King of Monsters* (Dougherty)

CONCEPT DESIGNER

Legendary Pictures – *Skyscraper* (Thurber)

CONCEPT DESIGNER

Bad Robot Prod./Paramount – *The Cloverfield Paradox* (Onah)

CONCEPT DESIGNER

Warner Bros. Entertainment – *The Justice League Part 1* (Snyder)

CONCEPT DESIGNER

Jerry Bruckheimer Films – *Unannounced Title* (TBD)

CONCEPT DESIGNER

Paramount Pictures – *Super 8* (Abrams)

ILM CONCEPT DESIGNER

Universal Pictures – *Cowboys & Aliens* (Favreau)

ILM CONCEPT DESIGNER

Oddlot – *The Spirit* (Miller)

CONCEPT DESIGNER

ImageMovers – *A Christmas Carol* (Zemeckis)

CONCEPT DESIGNER

ImageMovers – *Beowulf* (Zemeckis)

CONCEPT DESIGNER

Dreamworks Pictures – *War of the Worlds* (Spielberg)

CONCEPT DESIGNER

Misc. – *The Polar Express*, *The Hulk*, *Harry Potter and the Chamber of Secrets*

ART ASSISTANT

Dreamworks Pictures – *Evolution* (Reitman)

ROTO ARTIST

PUBLICATIONS

Captain Marvel: The Art of the Movie – *Marvel*

Justice League: The Art of the Film – *Titan*

PUBLICATIONS (cont.)

The Art of Film: Star Wars – *Future*

Nuthin' but Mech 3 – *Design Studio Press*

Wired Magazine – *Condé Nast*

ImagineFX – *Future*

The Art of Beowulf – *Chronicle Books*

GAMES

Microsoft, Electronic Arts/Visceral Games, Sony/Impulse Gear, Riot Games, 2K Games

PRODUCT DESIGN

Adidas International – *2001 Superbowl Concept Shoe Design - 1999*

Zoé Design Associates – *Designs for Samsung, Acer - 1998*

Hasbro Toy Group – *Designs for Batman, Transformers - 1997*

EDUCATION

University of Cincinnati – *Bachelor of Science in Design*

SEPT 1995 - JUNE 2001, CINCINNATI, OH

President of IDSA Student Chapter, Dean's List

SOFTWARE

Photoshop, Modo, Octane, Blender, Rhino, Marvelous Designer, Character Creator, Zbrush, Unreal Engine, Daz Studio, Fuse/Mixamo, Marvelous Designer, SketchUp