

Joshua Ehrlich

Hi! I'm a game designer and illustrator currently studying in Rhode Island.

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EXPERIENCE

Lukko Digital — *Lead Artist, Game Designer*

AUGUST 2023 - ONGOING

An indie game studio I started with Ian Lum in 2022, currently 5 people. Responsible for art direction, game design, music, additional programming. Created 3 short games, with a longer one in development.

<https://lukko.digital>

Real Chemistry — *Graphic Designer/Illustrator*

MARCH 2024 - JUNE 2024

Designed posters illustrating the story of IPM.AI of Real Chemistry for presentation at the annual PMSA conference. Responsible for appealing visualizations of data, and clear storytelling via comics and infographics.

Brown RISD Game Dev Club — *Art, Programming, Music*

SEPTEMBER 2024 - ONGOING

Developed "Switchboard Operator" on a team of 23. Responsible for art asset development/implementation, soundtrack, and programming.

Independent Art Tutoring

2020 - ONGOING

I tutor students 1-on-1 in the arts from drawing to digital painting.

AWARDS

Illustration West 63 (2024) — *Silver Award*

My piece "Giant" won second place of ~1200 entries in SILA's annual student competition.

Brackey's Game Jam 2024 — *5th Overall*

Members of Lukko Digital and I built *Lithic* in 7 days for Brackey's 2024 game jam, and placed 5th out of ~800 entries.

GMTK Game Jam 2023 — *Placed top 1%*

Lukko's first project in 2023, *You Made the Dungeon*, placed 97th out of nearly 7,000 entries in Gamemakers Toolkit's 48-hour competition.

EDUCATION

Rhode Island School of Design — *BFA Illustration*

AUGUST 2022 - ONGOING

Honors student since 2023.

The Nueva School, San Mateo, California — *High School*

AUGUST 2018 - MAY 2022

SKILLS

Illustration

Concept Design

Video/Board Game Design

Programming

GDScript, C#, Javascript

Music Production/SFX

SOFTWARE

Advanced

Photoshop, Illustrator, After Effects, Premiere, Godot, Toon Boom Harmony, Aseprite, Procreate, Clip Studio Paint

Moderate

Unity, Unreal Engine, TVPaint, Maya, Zbrush, Blender, Git, Ableton Live, Adobe Audition, Indesign