



JUSTIN MOHLMAN

SUMMARY

With over 20 years of experience in the video game industry, I am an experienced professional with a track record of contributing to over 20 titles. My expertise lies in content creation and production, as well as team building, education and management.

EDUCATION

The Art Institutes, Schaumburg, IL
Bachelors of Fine Arts, Media Arts & Animation
October 2000 - May 2004

SKILLS

- Team building and management
- Production scheduling and budgeting
- Art direction and look development
- Educational planning and course development
- Outsource management
- Asset creation and world building
- Traditional art and design foundation

SOFTWARE

- Maya
- Mudbox
- Unreal Engine
- Substance Painter
- Photoshop
- Lightroom
- Jira

WORK EXPERIENCE

Epic Games - Content Curation and Strategy Manager

May 2019 - December 2022

- Collaborate with Epic Games internal teams to create learning content shared across departments for development.
- Create training content with authors, meeting budgets and timelines for Unreal Engine users in game development and virtual production.
- Review content production, provide feedback and offer leadership to resolve issues, support the learning team and provide solutions.

Artstation - Learning Manager

November 2021 - December 2022

- Develop learning criteria for game development, VFX, and virtual production users on all software and skills.
- Collaborate with external teams such as “Dekogon”, “Atomhawk” and “Mighty Canvas” to create learning content shared across departments for development.
- Create training content with external authors, meeting budgets and timelines set by Artstation.

Dekogon - Art Lead

December 2019 - September 2021

- Provide content creation services, including modeling, texturing, and world building, for clients such as “Adobe” and “Gunfire Games” as part of an internal team.
- Ensure projects meet deadlines, deliver quality and stay within budget, while supporting artists across multiple disciplines.
- Review art production, provide feedback and offer leadership to resolve issues, support the art team and provide solutions.

The Rookies - Creative Director, Advisor and Judge

February 2014 - Present

- Create criteria for judging and selecting winners for content and challenges such as the annual “Rookies Award”.
- Collaborate with VFX studios like “ILM” and “Pixar”, as well as game development studios like “Naughty Dog” and “Epic Games”, to establish skill baselines for new hires and place winners with them.
- Support creative schools through portfolio reviews, workshops and curriculum advising to help students secure industry jobs.

