NICKOLAS JACKSON | CG ARTIST

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SUMMARY OF SKILLS

Driven, and highly-organized CG artist with an expertise in highly detailed environment modeling, attentative texturing work, and competent in 3d modeling.

SKILLS

Computer Skills

- Maya
- 3Ds Max
- Photoshop
- UDK
- Unity
- Body paint
- Zbrush
- XNormal

Creative Skills

- High/Low Poly Modeling
- Bake AO/NRM Maps
- UV Editing
- Basic Digital Sculpting
- Create Render Passes
- Basic Compositing
- Diffuse Map
- Specular/Gloss Map
- Texture Painting

ACTIVITIES/AWARDS

-Participant Global Game Jam, Atlanta, GA 2009 – 2011
-Best Portfolio Award, Game Art and Design September, 2011
-Outstanding Contribution to the Department, Game Art and Design September, 2011

RELATED EXPERIENCE

Associate Environment Artist June 2014 - Current
-Sledgehammer Games Foster City, CA
-Worked on Call of Duty: Advance Warefare

Environment Artist/3D Artist
-Lake Effect Applications Syracuse, NY April 2012 – January 2014
-Modeled and textured environments and props for mobile games.

Contract 3D Artist
-Icarus Studios Cary, NC January 2012 - Current
-Modeled and textured vehicles and ships for Heroclix Miniatures

Part Time Student Tutor 2010 - 2011
-The Art Institute of Atlanta, GA
-Assisted students with modeling & texturing

RELATED COURSEWORK

-Intro, Intermediate, Advanced 3d Modeling
-Game Modeling/Texturing
-Level Design 1
-Game Prototyping
-Background & Environments

EDUCATION

Bachelors of Fine Arts Degree in Game Art & Design, September 2011
The Art Institute of Atlanta, GA