

NICK ROSE

HARD SURFACE 3D

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SUMMARY

Dedicated 3D Artist focused on delivering the highest quality assets to industry leading studios.

SKILLS AND PROFICIENCIES

- o Low Poly Modeling
- o High Poly Modeling
- o U/V Mapping
- o Normal Map Generation
- o Hand Painted Texturing
- o Photo Sourced Texturing
- o Engine Implementation
- o Rendering / Lighting
- o Maya
- o Photoshop
- o Zbrush
- o nDo2 & dDo
- o Perforce
- o Tortoise SVN
- o Keyshot
- o UE3 & Source

ACCOMPLISHMENTS

- o Shipped the game "Contagion" on the Steam Platform in April of 2014.
- o Winner of "Best Key Art Model" for SCAD's 2013 Entelechy Awards.
- o Winner of 2013 Global Game Jam at SCAD.
- o BSA Eagle Scout, 2009

EXPERIENCE

3D Environment Artist, Monochrome, LLC 1/2013 to current

- o Worked with Level Designers and other artists to develop high quality, immersive environments.
- o Assisted with QA of Contagion.

3D Artist Intern, 2Dawn Games 6/2013 to 12/2013

- o Worked with Design and Art teams to develop a cohesive aesthetic for new IP by creating and iterating high quality assets.
- o Assisted with QA of Ravaged and Ravaged: Zombie Apocalypse.

EDUCATION

Bachelor of Arts: Digital Media 2013

Savannah College of Art and Design, Savannah GA

- o Major: Game Development
- o 3.7 GPA, Graduated Magna Cum Laude
- o Related Course Work: Digital and non-digital game design, 3D art, digital and traditional 2D art