

NICK KEITH



ENVIRONMENT ARTIST



SKILLS

Maya
3DS Max
Photoshop
Unreal 4
Forge Engine
Z-Brush
Substance
xNormal
Quixel
Speed Tree



CONTACT

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PROFILE

Have worked in the game industry for over 10 years, 9 years as an Artist using 2D concepts and taking them to fully lit and polished 3D environments. With technology always changing, I strive to stay on top of the latest software and continue to develop skills that will benefit my 3D work.



EXPERIENCE

FIREFALL 2010-2016

Senior World Builder + Artist

- Main world builder for multiple PVP maps, taking them from white box to finish.
- Worked on both interior and exterior lighting.
- Designed and built Shanty Town (a PVP map)
- Helped layout and build the open world of FireFall.
- Designed and built out mission areas.
- Sculpt and Paint Terrain, as well as prop placement.

DOUBLE HELIX 2007-2010

Environment Artist

- Took 2D concepts to finished 3D environments.
- Responsibilities include modeling, unwrapping, texturing and lighting on multiple platforms.
- Responsible for multiple levels on multiple projects at any one time.

CRAVE ENTERTAINMENT 2006

Quality Assurance

- Worked on site with developers testing and giving direct feedback.



EDUCATION

BACHELOR OF SCIENCE:
Art Institute of California – Orange County
2004-2007

REFERENCES AVAILABLE UPON REQUEST