NICK KEITH

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ENVIRONMENT ARTIST

SKILLS

Maya
3DS Max
Unreal 4
3D Coat
Unity
VR
Photoshop
Z-Brush
Substance
xNormal
Quixel
Speed Tree

CONTACT

816-694-7906
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nick3d.com
password: nicksart

PROFILE

Have worked in the game industry for over 11 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

DIGITAL DOMAIN   2018
Environment Artist

- Took 2D Concepts to finish 3D environments.
- Responsibilities included modeling, unwrapping, PBR material creation, and texturing.
- Worked on various projects including VR and Pre-Rendered Cinematics.

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