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
Git
Photogrammetry

CONTACT

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PROFILE

With over 14 years working in the entertainment industry, I've had the privilege to work as both an artist and a designer on a variety of products including VR, cinematics, and video games. 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

AGE OF LEARNING   2018 - Present
Senior Environment Artist
- Worked with 2D concepts to create stylized environments through modeling, unwrapping, and hand painting textures.
- Worked with design to create new zones, including lighting and layout.
- Animated simple props and painted weights on character items.
- Worked with engineers to optimized existing assets to improve performance.

DIGITAL DOMAIN   2018
Environment Artist
- Took 2D concepts and created full 3D environments through modeling, unwrapping, PBR material creation and texturing.
- Created both hard surface and organic props.
- Worked on multiple VR projects.
- Created high-end assets for cinematics.
- Was responsible for interior and exterior lighting.

RED 5 STUDIOS   2010 - 2016
                                   (Brief hiatus in 2013)
Senior World Builder + Artist
- Built out multiple PVP maps, taking them from white box to finish.
- Worked on both interior and exterior lighting.
- Designed levels for multiple PVP maps.
- Assisted with the layout and build in Firefall open world.
- Designed and built out mission areas.
- Sculpted and painted the terrain, as well as prop placement.

AMAZON GAMES   2007 - 2010
Environment Artist
- Took 2D concepts to finished 3D environments through modeling, texturing, and lighting on multiple platforms.
- Worked with design to help build out different environments.
- 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