

# NICK KEITH



## SKILLS

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



## CONTACT

816-694-7906  
aisforart@gmail.com  
nick3d.com



## PROFILE

With over 18 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 work.



## EXPERIENCE

### BLIZZARD ENTERTAINMENT Senior II Level Designer

2021 - 2024

- Established the look and feel of a variety of biomes by creating vertical slices of each that supported both PVE and PVP
- Designed and built out multiple Points of Interests ranging from all sizes
- Led a team of artist and designers in standing up a large portion of the open world
- Led a team in the development of the project's main pve/pvp Point of Interest
- Worked with a team of engineers to develop tools for a brand new proprietary engine
- Mentored designers in layout, tools, and world building

### AGE OF LEARNING Senior Environment Artist

2018 - 2021

- 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 Environment Artist

2018

- 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 Senior World Builder + Artist

2010 - 2016  
(Brief hiatus in 2013)

- 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.

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### 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

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