

# NICOLE ADAMSON

2D CONCEPT & VISUAL DEVELOPMENT ARTIST

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## SKILLS

### TRADITIONAL

- Expert in quick ideations w/Marker, Graphite, & Pen
- Intermediate in Watercolor, Gouache, & Acrylic paints
- Working knowledge of Sculpting & Airbrushing

### DIGITAL

- Expert in Adobe Photoshop, Digital Painting, Environment, Prop, Character, Vehicle, & Creature Design, Image Retouching, Paint Overs
- Intermediate in Illustrator, Graphic & Layout Design, Matte Painting, UI Design
- Working knowledge of Unity, Sketch Up, & Blender

## EXPERIENCE

Studio Melusine, Brigands & Project Water

Ontario, California

### CONCEPT ARTIST

September 2016 – Present

- Designed & created final assets for UI, environments, creatures, vehicles, & props
- Provides feedback for level design, gameplay, character commands, story, & concept design to improve player experience
- Brigands was published on Google Play & the App Store
- Communicates & collaborates with programming, art, music, story, and animation team members
- Demonstrates proficiency in style of game
- Creates Unity-implemented 2D assets
- Designs color scripts

Studio Melusine, Brigands Official Artbook

Ontario, California

### CREATIVE DIRECTOR & LAYOUT ARTIST

August 2018–Nov 2018

- Compiled & assembled concept images, illustrations, sketches, type, & book layout graphics
- Self-published physical & digital book versions on Blurb
- Used Illustrator & Photoshop to design graphic logos & text
- Collaborated closely with co-artist to design book content & cover
- Time-managed production & easily adapted to fluctuating production schedule
- Organized artwork, files, & workflow

Kaio Meris, Zero Strain

Ontario, California

### MAIN CHARACTER CONCEPT ARTIST

November 2017–March 2018

- Concepted & designed visually unique main character for Steam game
- In charge of color design
- Researched materials for clothing & visual style
- Quickly created multiple character ideations with strong shapes & unique design elements
- Created character turn around, orthographics, expressions, & clothing callouts
- Artwork was used by a hired illustrator for in-game character assets

4th Dimension Entertainment, Age of Arcadia Comic

Ontario, California

### ENVIRONMENT ARTIST

July 2015– December 2016

- Full spread environment on pgs 1–2
- Created highly detailed linework for large background shots, ensuring quality and style of comic was achieved
- Designed individual background details
- Responsible for coloring linework
- Assisted background artists by fixing perspective & proportion mistakes
- Designed & created supplementary drawings such as maps and callouts to be used as project reference
- Provided suggestions and creative input to enhance concepts, story, and images
- Ensured all work was backed up and saved

## EDUCATION

### - ART CENTER AT NIGHT

Pasadena, CA August 2013  
Entertainment Design Courses

### - GNOMON SCHOOL OF VFX

Hollywood, CA March 2013  
Entertainment Design Track

### - UNIVERSITY OF CALIFORNIA, IRVINE

Irvine, California June 2010  
B.A. Studio Art