

# NICOLE ADAMSON

2-D BACKGROUND & CONCEPT ARTIST

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## OBJECTIVE

Seeking full-time position in order to gain experience as a background artist and successfully problem-solve issues presented by the clientele while working in a fast-paced, gregarious community and constantly growing with all people involved in order to reach company's goals and continue its successes.

## EDUCATION

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| - <b>ART CENTER AT NIGHT</b><br>Pasadena, CA August 2013<br>Entertainment Design Courses | - <b>GNOMON SCHOOL OF VFX</b><br>Hollywood, CA March 2013<br>Entertainment Design Track | - <b>UNIVERSITY OF CALIFORNIA, IRVINE</b><br>Irvine, California June 2010<br>B.A. Studio Art |
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## SKILLS

### TRADITIONAL

- Comfortable with exploratory sketching and initial composition sketches with Copic marker
- Quick pen sketching
- Use graphite and pastel for gestural drawings
- Can draw in multiple styles
- Can draw orthographics
- Comfortable with toned paper, newsprint, and carbon copying
- Airbrushing and masking

### DIGITAL

- Comfortable with Adobe Photoshop in creating both stylized and realistic renders
- Can create different illustrations using layer masks and styles
- Photo-bashing when matte painting
- Compositing multiple images on a page to illustrate thought process and idea
- Graphic design and user interfaces using Adobe Illustrator
- Retouching images

## EXPERIENCE

Studio Melusine, Project Water & Brigands Videogames

Ontario, California

### BACKGROUND & CONCEPT ARTIST

September 2016 - Nov 2018

- Creates background compositions + layouts to be used by level designer for development of levels
- Multitasks by placing input/direction into level design
- Communicates progress with programming, art, music, story, and animation teams to bring project to completion
- Demonstrates proficiency in style of game
- Knowledge of Unity software
- Designs and digitally paints background assets for current videogame
- Helps design overall look for levels
- Designs color guides for designated levels
- Assists in development of other areas of game (i.e. gameplay, character commands, ui, enemy design, concept design)
- Generates specific elements in environments

Studio Melusine, Brigands Official Artbook

Ontario, California

### CREATIVE DIRECTOR & GRAPHIC LAYOUT ARTIST

August 2018 - Oct 2018

- Compiles and lays out artwork for physical production
- An independently published title
- Uses programs such as In-Design and Illustrator to design graphic elements including text, logos, and headers and footers
- Gives and receives feedback on design & overall look
- Collaborates closely w/co-artist to design book content and cover design
- Time-manages production to meet both artists' schedules
- Resolves design issues through timely communication
- Ability to adapt to fluctuating production schedule
- Organizes artwork, files, and workflow

Zero Strain

Ontario, California

### MAIN CHARACTER ARTIST

November 2017- March 2018

- Created character for self-published indie game
- Completed rough designs
- Responsible for final color design
- Researches materials for clothing and style
- Meets with client weekly to discuss development of character

4th Dimension Entertainment, Age of Arcadia Comic

Ontario, California

### ENVIRONMENT ARTIST

July 2015- Nov 2016

- Reviews research materials for backgrounds needed
- Completes rough designs provided by company, to produce revised and final designs
- Creates final linework to be used for coloring
- Brings image to full color
- Finalizes image for panel/page placement
- Ensures quality and style of comic is achieved
- Meets with client at least once a week for updates and reviews; available for questions
- Adding further detail to image
- Ensures all work is backed up and saved
- Resolves design problems with creative supervisor (CEO)
- Prepares files and shipping materials on time
- Edits include fixing perspective, proportion, adding additional elements not in original sketch (such as buildings and environmental assets), & color and shadow indication
- Designs & creates reference drawings such as maps and multiple views to be used as reference for duration of project
- Adds in suggestions and creative input in order to enhance ideas, concept, and image, when requested
- Demonstrates thorough understanding of perspective