

Nick Hlado

Concept Artist

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Objective

As a collectively wise, hard working and imaginative artist, I would like to collaborate among other artists and animators. To work innovatively using intuitive principles and techniques in a creative environment showcasing lively, witty yet bold character persona would be fulfilling. If you're looking for the kind of artist who can develop high-quality content for characters and concepts towards your games, I can strongly assist in improving your work.

Technical Skills

*3DS Max *Adobe Photoshop *Autodesk Maya
*Adobe After Effects *Adobe Illustrator

Traditional Skills

*Life Drawing *Character Poses/Illustration
*Storyboarding *Character Concept Drawing

Work Experience

Eurofresh Marketplace
(Deli Clerk/Part-time)

October 2013-present

Responsibilities

- Slice meat and/or cheses by the pound and weigh, serves salads, make sub sandwiches
- Fill and face product cooler casings, stock new items, note expiration dates and sales
- Rotisserie chickens, clean scales and slicers, sweep, remove floor mats, mop

College Student Landscaping
(Landscaper/Full-Time)

June -November 2012

Responsibilities

- Carrying/lifting wheel barrels consisting of either rock, soil, grass bedding or mulch
- Landscaping mulch, trees, landfill soil or grass and shoveling/raking in stone/rock
- Making trenches for landscape yarding

Education

The Illinois Institute of Art- Tinley Park

Bachelor of Fine Arts: Media Arts and Animation June 2015

Activities/Adaptive Skills

- C.A.M. Club (Connecting All Majors)
- Animation Club
- Submitted artwork towards Artmation

