



Nick Rudolph

I'm a passionate VFX artist with 10 years of experience in the video game industry . Dedicated to creating visually compelling and intensive effects that work to the specific platforms strengths and limitations. Knowledgeable of entire visual effects pipeline from conception through implementation; able to quickly learn new pipelines and make immediate contributions. I thrive on the intersection of art and technology.

SKILLS

- 3DS Max, Maya, Fume FX, After Effects, Unreal 3, Unreal 4, Cascade and Shuriken particle editors, Cinematics, Node based materials, Post Effects, Unity, PhysX, 3D modeling, Mudbox and Zbrush.
- Easy going and passionate. Quick problem solver.

INDUSTRY EXPERIENCE

VFX Artist June 2011- January 2015 : Zombie Studios -Seattle, Washington

- Responsible for vfx for multiple titles on PC and current/next gen platforms. From particles to post effects, fluid sims, modeling props, and creating cinematics. Engines used Unreal 4, Unreal 3 and Unity.

Environment Artist June 2010- June2011: Microsoft R&D - Redmond, Washington

- Created 9 of the 15 environments, and vfx for the Xbox 360 title Avatar Kinect.

Environment Artist March 2008 – March 2010: Microsoft Xbox Live- Redmond, Washington

- The sole environment artist on 1vs100 for Xbox 360 .

Environment Artist July 2007 – March 2008: Handheld Games- Lynnwood, Washington

- Created environments for multiple Nintendo DS and Wii games.

Environment/ 3D Artist June 2007--July 2007: WXP- Seattle, Washington

- Worked contract to model texture and light props and environments for Scene It? on Xbox 360.

3D Character/Environment Artist January 2006 – June 2007: Global Wonder- Seattle

- Character cinematic animation and modeling, texturing, and rigging of 3D avatars for Logitech.

SHIPPED GAMES

Blacklight Retribution, PS4, PC Zombie Studios

Daylight, PS4, PC Atlus/Zombie Studios

America's Army Proving Grounds PC US Army/Zombie Studios

Special Forces Team X, Xbox 360, PC Micropose/Zombie Studios

Frogger Hyper Arcade, PS3, Xbox 360, Wii, iOS, Android Konami/Zombie Studios

Avatar Kinect, Xbox 360 Microsoft Game Studios/MS R&D

1vs100, Xbox 360 Microsoft Game Studios/Xbox Live Prime Time

Scene It?, Xbox 360 WXP/Screen Life

Pirates of the Burning Sea, PC Flying Lab Software

MS Flight Simulator X, PC Microsoft

EDUCATION

Associate of Applied Arts in Animation - The Art Institute of Seattle 2005 with Honors

3D Studio Max for Game Development- Mesmer Animation Labs, 2003

Modeling for Games- Seattle Central Community College, 2001/2002

Certificate of Multimedia Design- Green River Community College 2000

References available on request