



Nick Rudolph

SKILLS

- Experienced 3D Studio Max, Maya, Zbrush and Photoshop user. Six+ years experience developing 3D content for games.
- Well versed in unwrapping, texturing painting, photo referencing, Efficient UVs and shaders
- Experienced with high-poly mesh creation for Normal Maps using Zbrush and Mudbox.
- Working knowledge of Unreal Editor, Unity Editor, Rare's R1 engine and Xbox XUI.
- Traditional skills include: concept creation, color and composition, and figure drawing.
- Easy going and enjoy working in a team environment. Passionately devoted to working as an artist in the game industry, and will prove a valuable addition as a team member.

INDUSTRY EXPERIENCE

Environment/3D Artist June 2011- Present: Zombie Studios Seattle, Washington

- Currently creating environments, characters, props, and particle FX for a cross platform next gen game on PS3/360/Wii. I am responsible for creating all 3D assets in the game. This includes high and low poly models, lighting, texturing, building/exporting models, rigging and animating environment props, and all particles and effects in the game. I also support marketing, and promotional needs with art assets/renders as well as concepts and prototyping for future titles.
- Pipeline consisted of Max, Maya, Zbrush and Unity.

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

- I worked as an environment artist for the Xbox 360 title Avatar Kinect. I was responsible for creating approximately nine environments/3D sets for the game. This includes high and low poly modeling, lighting, texturing, building/exporting models, rigging and animating environment props, and effects, as well as creating and animating in-game cameras. I also support marketing, and promotional needs with art assets/renders as well as assist prototyping for future R&D projects.

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

- The sole environment artist on 1vs100 for Xbox 360 . I was responsible for creating all environments/3D sets for the game. This included modeling, lighting, texturing, baking lightmaps, building/exporting models, creating custom set feedback FX , rigging and animating set parts such as doors, lights ect., and all modeling and texturing of props. I also crafted screen shots for promotional and marketing use.
- Pipeline consisted of Maya, Rare's R1 engine and Xui
- Also worked on both environments and characters for a canceled Xbox Live game and did prototyping work as an environment artist, on several yet announced titles.

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

- Created environments for multiple Nintendo DS and Wii games. Both pre-rendered and real time environments were created. Process involves high and low poly modeling, texture painting, lighting, rendering and exporting to engine.
- Also responsible for creating environment/props concept art during pre-production.

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. Combination of 3DS and Maya used. Textures were created per asset and hand painted, with

ambient occlusion used for the base diffuse. All models were mid to low poly count and used in real-time game environments.

- Cleanup and unwrapping of previous environments/props was also done, along with texture cleanup and or entirely new textures being made.

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

- My responsibilities included all rigging, texturing, animating and modeling of 3D avatars for Logitech's video effects line of downloadable interactive content. Also provided content to in house projects and modeling/texturing, animating.
- Maya was used for all rigging and exporting purposes. 3DS Max was used for modeling and rendering on various projects.

SHIPPED GAMES

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

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

Cory in the House, Nintendo DS Handheld Games/Disney Interactive

Scene It?, Xbox 360 WXP/Screen Life

Nancy Drew: The White Wolf of Icicle Creek, PC Global Wonder/Her Interactive

Pirates of the Burning Sea, PC Flying Lab Software

MS Flight Simulator X, PC Microsoft

INTERNSHIPS

Flying Lab Software Environment Intern (2005) : Tasks include modeling, town layout, level design, texture swapping, and creation, clean up and importing towns into the game engine. UV layout and adjustment, and light map baking.

Microsoft Flight Simulator X (2006) Aces Internship Program: Low poly modeling/texturing of real world buildings to be implemented within Microsoft Flight Simulator X. Diffuse, bump and specular maps all painted by hand.

EDUCATION

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

- Primary focus in 3D modeling making, uvw unwrapping, and texture creation.

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

- Overview of application and use and implementation of character studio for games.

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

- Multiple 3D Studio Max classes centered on low polygon tools and model making for games.

Certificate of Multimedia Design- Green River Community College 2000

- Focus on web page creation, graphic design, and animation for the web.
- Flash, Photoshop, and Director used extensively. Introduction to 3D modeling.

References available on request