E-mail: nirudofx@gmail.com
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Nick Rudolph

I'm a passionate 3D generalist specializing in realtime vfx with over ten years of experience in the game industry. I am dedicated to creating visually compelling and game-play driving visual effects that work to the specific platforms strengths and limitations. Knowledgeable on entire visual effects pipeline from conception to implementation, and optimization. I am able to quickly learn new techniques and pipelines and make immediate contributions. I thrive on the intersection of art and technology.

SKILLS

- 3DS Max, Maya, Fume FX, Houdini, After Effects, Unreal 3, Unreal 4, Cascade and Shuriken particle editors, Matinee, Node based materials, Post Effects, Unity, PhysX, Real Time VFX for games, 3D modeling,Substance Suite, Mudbox, and Zbrush.
- Easy going and enjoy working in a team environment. Passionately devoted to working as an artist in the game industry.

INDUSTRY EXPERIENCE

VFX Artist February 2015 – Present: Camouflaj Game Studio, Bellevue, Washington
- Responsible for all vfx for multiple titles on PC, PS4 and mobile. Crafted cinematic fx and in-game fx for Republique. Modeled props and supported environment team. Created shaders and helped establish art pipeline for environment and vfx on the next upcoming title.

VFX Artist June 2011- January 2015: Zombie Studios Seattle, Washington
- Responsible for vfx for multiple titles on PC and consoles. Create particles, 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 nine of the 15 environments, and also did effects 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. Also responsible for vfx using XUI.

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

SHIPPED GAMES

Republique PS4, PC, Mobile GungHo/Camouflaj Game Studio

Blacklight Retribution PS4   Sony/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

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

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