

Nick Lee

Environment Artist

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Portfolio: <http://nickleedotcom.com/>

LinkedIn: <http://www.linkedin.com/in/nicklee3d/>

Profile Veteran 3D artist with 8 years of experience building 3D environments, vehicles and props. Highly experienced with PBR lighting, materials, conversions, and optimization standards.

Primary Skills **Modeling, UVs, Texturing, Digital Sculpting, Digital Painting.**

Maya, ZBrush, Substance Painter & Designer, Photoshop, CrazyBump, xNormal.

Level Layout, Lighting, Rendering, Photogrammetry Scanning, Height Mapping.

Unreal 4, Unity 5, Radiant, Marmoset Toolbag, Agisoft Photoscan, World Machine.

Communication, Organization, Scheduling, Version Control.

Perforce, TortoiseSVN, Outlook, Excel, PowerPoint, Jira.

Professional Experience **SKIPPER RESEARCH & DEVELOPMENT (Unity 5, Unreal 4)**

Founder & Lead Artist, Weapons, Props, Environments, Arch Vis (Jan 2015 – Current).

LIQUID DEVELOPMENT – World of Tanks (PC)

Freelance Artist, Vehicles (Nov 2014 – Jan 2015).

SLEDGEHAMMER GAMES – Call of Duty: Advanced Warfare (XB3, PS4, PC, 360, PS3)

Senior Environment Artist, credits include Havoc DLC Pack (Sept 2013 – Oct 2014).

GAZILLION ENTERTAINMENT – Marvel Heroes, Marvel Heroes 2015 (PC, MMO)

Environment Artist (May 2011 – Sept 2013).

SHATTERPROOF SOFTWARE, LLC – Independent Game Project (PC)

CEO & Co-founder, 3D Artist, Rigging & Animation (Aug 2010 – May 2011).

WALT DISNEY IMAGINEERING – Unannounced Theme Park Attraction

Concept Artist, Visual Designer (Contract, May 2010 – Aug 2010).

FUNZIO - World at War, Crime City (Facebook, Mobile)

2D UI Artist, 3D Artist (Contract, Jan 2010 – May 2010).

EA SPORTS - Tiger Woods PGA Tour 2010 (360/PS3)

Environment Modeler (Contract, Oct 2008 – Jan 2009).

TRINO TEAM - Trino (XBL, Steam, PC)

3D Artist, Game Designer (Jan 2008 – Jan 2010).

METLIFE, INC.

Business Systems Analyst - IT (Oct 2004 - Oct 2005).

AMERICAN SENSORS TECHNOLOGIES

Technical Writer for ISO-9000 Certification (June 2004 - Sept 2004).

Education **CARNEGIE MELLON UNIVERSITY**

Masters of Entertainment Technology (Aug 2006 - May 2008).

3D Art, Game Design, Project Management, Production Design.

RUTGERS UNIVERSITY

Bachelor of Arts, Visual Arts, Art History (Sept 2000 - May 2004).

Figure Drawing, Life Drawing, Painting, Sculpture, Art History