



NAT NICHOLS

3D CHARACTER ARTIST

CONTACT INFORMATION

natalienichols@pacbell.net

PORTFOLIO

<https://www.natnicholsart.com>

SOFTWARE PROFICIENCY

- After Effects
- Google Suite (GMail, Slides, Sheets)
- macOS
- Maya
- Marvelous Designer
- Microsoft Office Suite (Word, Excel)
- Photoshop
- Substance Painter
- Unity
- Unreal Engine 4
- Windows OS
- ZBrush

SKILLS & ABILITIES

- Character & prop modeling/sculpting
- Concept illustration
- Receiving/implementing critique
- Rendering
- Remote communication
- Retopology (Maya toolkit)
- Skinning
- UV Mapping
- Working in a team
- Can solve a Rubik's Cube

PROFESSIONAL EXPERIENCE

thatgamecompany

3D Artist Generalist - Dec 2020-Present

- Created cosmetics and outfits from concept to model to implementation for Live-Ops in the award-winning game Sky: Children of the Light
- Sole artist for in-game events, a large source of income
- Acted as liaison between the Events team and Art team
- Managed & implemented outsourced assets

Freelance Character Modeler

Sep 2020 - August 2021

- Modeled animation-ready 3D characters based on provided concept art/turnaround sheets

The Brain Institute

Graphic Designer Staff - Sep 2020-Present

Animation Intern - Feb 2020-Sep 2020

- Photoshopped/illustrated images to exceed the researchers' vision for use in psychological studies and papers
- Produced renders and animations for books and websites
- Created and implemented 3D assets for a VR driving simulator project (Unity 2019)

EDUCATION

Chapman University

B.F.A. in Animation & Visual Effects, 2016-2020

- minor in Video Game Development Programming
- 3.75 GPA - Dean's List - Magna Cum Laude

VOLUNTEER WORK

ACM SIGGRAPH 2019

Student Volunteer - Summer 2019

- Guided guests through virtual reality experiences and emerging technologies

CTN Animation Expo

Chapman Student Representative - Nov 2018/2019

- Represented the Chapman Animation & VFX program
- Described classes and creative/technical concepts to attendees and prospective students

STUDENT PROJECTS

Identity Crisis, 2020

Director, 3D Modeler, and Animator

- 3D Animated Short
- 16 film festival official selections and 3 grand prize awards

Spellslingers, 2020

Character Artist

- Unreal Engine 4 First Person Shooter game
- 1st Place at IEEE GameSig 2020
- Panther Games Winter Showcase 'Best in Show' Award 2019