Nicholas Green

3D Game Artist

ABOUT ME

3D Artist with a specialization in game environments, assets, and characters. 3,000+ hours of experience in a variety of industry standard 3D modeling software. Looking for a position within the fields of game art and game development.

CONTACT

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EDUCATION

2024
B.S IN GAME DESIGN | GPA 3.7
Fitchburg State University

ACHIEVEMENTS

February 2024
JOYART BOSTON - 3D PROP ART FINALIST

February 2023
JOYART BOSTON - 3D PROP ART FINALIST

August 2022
BUNGIE SHOWCASE - WORK FEATURE

Software Proficiency	Technical Skills
Autodesk Maya	3D Modeling
Blender	Digital Sculpting
Substance Painter	Texturing
Adobe Photoshop	Retopology
Unity	3D Asset Implementation
Unreal Engine	Lighting
ZBrush	Rigging
Substance Designer	Animation
Github	Game Development

EXPERIENCE

Super Science Software l Remote — January 2024 - Present
3D GAME ARTIST INTERN

Developed stylized 3D game props and environmental assets for use on a currently unannounced project.

Engaged with all aspects of the 3D asset development pipeline in order to produce polished game assets including 3D Modeling, UV Unwrapping, and texturing, within the given timeframe.

Rubyshark Games l Remote — September 2023 - Present
3D GAME ENVIRONMENT / PROP ARTIST

Developed stylized game ready 3D environmental assets and props for the game, 'Mantra'

Worked closely with senior staff and team leaders in order to deliver a stylistically cohesive and polished end product.

Epoch Games l Remote — July 2023 - Present
ASSISTANT LEAD 3D ARTIST

Developed game ready, modular environmental assets for the game, 'The Lays of Althas: Sundered Order'.

Optimized UV unwraps in accordance with industry standard best practices. Communicated with and integrated feedback from senior artists in order to translate 2D concept art into 3D game ready assets. Assisted in running meetings for the 3D art team.

EVNT | Remote — April 2023 - Present
CONTRACT 3D GAME PROP ARTIST

Developed game ready assets for use in Unreal Engine in accordance with industry standards, including UV sets, clean topology, textures, rigs, and animations.

Worked closely with clients in order to guarantee that end products lined up closely with existing branding and met established levels of quality

YUR l Remote — July 2022 - August 2023
3D GAME ARTIST INTERN

Developed and optimized low-poly 3D assets to be performant on a mobile VR platform.

Position culminated in the launch of the VR title, YUR World on the Oculus Quest 2.

In addition to the standard obligations of a 3D artist role, tasks accomplished in this position also included user interface development, brand cultivation, and mobile app testing.