

# Nicholas Green

## 3D Game Artist

### ABOUT ME

I am a 3D Artist with a specialization in game props and environments. I have over two year's worth of experience in the industry and am currently 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

- April 2024  
**COMMONWEALTH HONORS SCHOLAR AWARD**
- February 2024  
**JOYART BOSTON - 3D PROP ART FINALIST**
- February 2023  
**JOYART BOSTON - 3D PROP ART FINALIST**
- August 2022  
**BUNGIE SHOWCASE - WORK FEATURE**

#### Software Proficiency

- Autodesk Maya
- Blender
- Substance Painter
- Adobe Photoshop
- Unity
- Unreal Engine
- ZBrush
- Substance Designer

#### Technical Skills

- 3D Modeling
- Digital Sculpting
- Texturing
- Retopology
- Lighting
- Rigging
- Animation
- Game Development

### EXPERIENCE

Super Science Software | Remote January 2024 - May 2024

#### 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.

Rubyspark Games | 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 | 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 - April 2024

#### 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 | 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.