



nick miller

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Objective:

To obtain an artist position that will utilize my past academic and professional experience.

Education:

The Art Institute of Pittsburgh

Bachelor of Science
Summer 2008

Skill Set:

2D: Proficient in the Adobe Suite, Corel Painter; ArtRage; Dream Weaver and Flash; proficient in traditional media.

3D: Proficient in 3DS Max, Zbrush, BodyPaint, Deep UV, Hammer, Unreal and Torque; experienced with normal mapping, specular, alpha and ambient occlusion. Knowledgeable with IK, FK, bi-ped and custom bone animation as well as rigging.

Professional Experience:

Schell Games
schellgames.com
Jan 2009 - Present

Game Artist: I create prop and environment concept art and various prop and environment 3D assets. Often designing an asset and taking it into full 3D realization.

Community College of Allegheny County
ccac.edu
June 2008 -Present

Game Art and Design Instructor: Created new Introduction to Game Art and Design material. Teaching five week Introduction To Game Design courses.

BrainStem Games
brainstemgames.com
Oct 2007 - Oct 2008

2D/3D Artist: Created model sheets, environment illustrations and other character ideations for an upcoming game Operae Noblis. Created character, prop and ship 3D assets.

Atlantis Studios
atlantisstudios.net
Feb 2008 - June 2008

Inker: Inked full issues of the comic Sophia: Awakening.

Atomic Advertising
atomicu235.com
May 2007 - Jan 2008

Graphic Designer: Designed logos and branding for multiple clients. Developed content for websites.

eGenesis - Pittsburgh, PA
atitd.com
Feb 2006 - Aug 2007

Texture and 2D artist Intern: Textured characters and props for "A Tale in the Desert 4" and "Avlan Maker" games. Developed characters concepts for the MMO "A Tale In the Desert 4."

The Art Institute of Pittsburgh
Service Bureau
Aug 2005 - Oct 2008

Render & Print Technician: Operate and general maintenance on wide-format printers, Autocad plotters, CD/DVD duplicators and printers. Specialized in 3DS Max and Maya batch rendering. Trained in backburner. Also, assist in consulting teachers and students with multitude of technical problems and trouble shooting.

References furnished upon request.