

Ross Nicolson - 3D Environment Artist

PERSONAL DETAILS

Name: Ross Nicolson
Current Location: Inctree, Scotland, UK
Hometown: Glencoe, Scotland, UK
Nationality: British (Scottish)
D.O.B: 8th October 1977
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SKILLSET

1. Main Skills

- Working at all stages of level development: research, planning, and concepting; level construction and prop placement; material creation; lighting and post-process implementation; optimisation and bug fixing.
- High and low poly modelling, digital sculpting, and texturing of modular assets, geomeshes, props, decals, and weapons.
- Creating and generating normal maps, ambient occlusion, specular and height maps for use with real-time shaders.
- Working on a range of titles for PC, PS3, PS2, Xbox 360, and Wii.
- Experience in working with a range of commercial and proprietary game engines and tools.

2. Software Experience - 3D and 2D Applications

- Autodesk 3DS Max
- Autodesk Maya
- Autodesk Mudbox
- Adobe Photoshop
- Pixologic ZBrush
- World Machine
- Adobe Dreamweaver and Flash
- Autodesk Softimage - basic knowledge

3. Software Experience - Game Engines and Tools

- Unreal Editor (Epic)
- ID-Tech 4 (ID Software)
- Gamebryo v1.2 (Emergent)
- ShaderFX (Lumonix)
- Hammer Editor (Valve) - basic knowledge

SOFTOLOGY

- **Bullet Run (PC)** - Acony Games GmbH & Co. KG and Sony Online Entertainment (release 2012)
- **Brink (PS3, Xbox360, PC)** - Splash Damage LTD and Bethesda Softworks (release 2011)
- **Thomas & Friends: Hero of the Rails (Wii, DS, PC)** - Broadsword Interactive and Barnstorm Games (release 2010)
- **High School Dreams (Wii/PS2)** - Broadsword Interactive, Deep Red Studios, Eidos Interactive (release cancelled)
- **Dance Party: Pop/Club Hits (Wii, PS2)** - Broadsword Interactive and Nordic Games (released 2009)
- **PopStar Guitar (Wii, PS2)** - Broadsword Interactive and XS Games (released 2008)
- **The Ship 2 (PC, Xbox360)** - Outerlight LTD (release cancelled/rebranded)
- **YooStar: Fashion Salon (PC)** - Genuine Games LTD and YooStar LTD (released 2006)
- **Girlzz: Life is a Party (PC)** - Genuine Games LTD and Koch Media (release cancelled)

PROFESSIONAL EXPERIENCE

1. **Freelance 3D Artist** for Streamline Studios
 - March 2013 - October 2013
 - Working remotely for Streamline Studios on a number of contracts. Tasks involved the creation of various environment props and modular assets, both organic and in-organic, from high and low poly modelling, to UV mapping, through to creating final textures. Other tasks have included writing briefs for a number of assets.
 - Software used: 3DS Max, Photoshop.
 - Location: Remote Work.

2. **Environment Artist** at Acony Games GmbH & Co. KG
 - September 2010 - February 2013
 - Working as an Environment Artist on Bullet Run, I took part in research, concepting and planning for new level ideas, creating whiteboxed assets and organising assets for outsourcing or in-house, high and low poly modelling and texturing of modular sets, meshes, and props, setting up light-lookup tables, post process volumes, and lighting. I was also responsible for creating some of the in-game weapons along with their decals.
 - Software used: 3DS Max, Photoshop, Unreal Engine 3 and Unreal Editor, Perforce.
 - Location: Villingen, Germany.

3. **Environment Artist (Contract)** at Splash Damage LTD
 - March 2010 - August 2010
 - Working as a contract Environment Artist on Brink - duties include creating high and low polygon props and modular assets, texturing and generating normal and ambient occlusion maps, building and populating modular environments with existing assets and props, and reporting and fixing various graphical bugs.
 - Software used: Maya, Photoshop, ID-Tech 4 based editor, SVN.
 - Location: Bromley, Kent, UK.

4. **Senior Graphic Artist** at BroadSword Inverative LTD
 - May 2008 - September 2009
 - Working on a range of titles and a variety of tasks including: character and environment modelling and texturing; lighting; animation; asset optimisation; concepts and mockups; and creating shaders and workflows for their implementation.
 - Software used: 3DS Max, Maya, Photoshop, SVN, and various proprietary and in-house engines and tools.
 - Location: Aberystwyth, Wales, UK.

5. **Environment Artist** at Outerlight LTD
 - December 2007 - March 2008
 - Creating various 3D assets and props, as well as creating concept art for a number of environments.
 - Software used: Maya, Photoshop, Source Engine/Hammer Editor, Perforce.
 - Location: Edinburgh, Scotland, UK.

6. **Video Game Artist** at Geniune Games LTD
 - April 2005 - December 2006
 - Creating various 3D props and environments, scene lighting, character rigging/skinning, in-game effects and particle animations, as well as concept art and website design.
 - Software used: 3DS Max, Photoshop, Gamebryo Engine v1.2.
 - Location: Fort William, Scotland, UK.

7. **Freelance 3D Artist** for Hiding Buffalo LTD
 - November 2004 - March 2005
 - Occasional freelance work creating pre-rendered scenes for various puzzles in Gumshoe Online.
 - Software used: 3DS Max, Photoshop.
 - Location: Dundee, Scotland, UK.

8. **Lead Artist** for Just Add Water (Dare To Be Digital 2004)
 - June 2004 - August 2004
 - Concepting and modelling of characters and environments for the "Just Add Water", as well as animating characters.
 - Software used: 3DS Max, Photoshop.
 - Location: University of Abertay, Dundee, Scotland, UK.

EDUCATION

1. **BA Computer Art** at University of Abertay
 - Awarded a Bachelor of Art Degree.
 - August 2001 - June 2004
 - Location: Dundee, Scotland, UK.
2. **BSC Architecture** at Robert Gordon University
 - August 1999 - December 1999
 - Location: Aberdeen, Scotland, UK.
3. **HNC Multimedia Computing** at Langside College
 - August 1998 - December 1998
 - Location: Glasgow, Scotland, UK.
4. **NC Art and Design** at College of Building and Printing
 - August 1995 - February 1996
 - Location: Glasgow, Scotland, UK.
5. **Kinlochleven Secondary School**
 - 4 Higher Grades: Art and Design, Craft and Design, English, Mathematics.
 - January 1994 - May 1994
 - Location: Kinlochleven, Scotland, UK.
6. **Keil School, Dumbarton**
 - 7 Standard Grades: Art and Design, Craft and Design, Technical Drawing, English, Mathematics, Chemistry, History.
 - August 1989 - December 1993
 - Location: Dumbarton, Scotland, UK.

REFERENCES

Peter Baldwin

- Art Director at Acony Games GmbH & Co. KG
- email: peter.baldwin2019@googlemail.com

David Banner

- Lead Artist at Genuine Games LTD
- email: dai@davidbanner.co.uk

Gordon Ross

- CEO Genuine Games LTD
- email: gordon_d_ross@hotmail.com