

Nicholas 'Raine' Miller

Game Artist

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(321) 543-2134

www.raine3d.studio

Development Experience

12/2016 - Present

Independent Contractor/Freelance

Modular Modeler, Razor Edge Games

- Communicate with team and leads about assignments frequently
- Use concepts and general direction to bring life to 3D models
- Weekly meetings with several teams to receive feedback and group problem-solve

09/2016 - 12/2016

Environment and Prop Artist

Smart Assets, Final Game Production Development

- Created three-dimensional models from rough concepts for real-time
- Facilitated good practice of texture map usage to reduce draw calls
- Implemented and adjusted PBR materials and lighting for render scene

07/2016 - 09/2016

Real Time Game Artist

South Street, Final Game Production Development

- Worked with a team of 15 artists to develop a lively, urban, multi-cultural themed downtown night-time environment in Unreal Engine 4
- Responsible for modeling, UV mapping, lightmapping assets, as well as texturing several them from greybox through pre-alpha stage in Photoshop
- Assisted with scene dressing, world building, and lighting from greybox through pre-alpha stages

Education

01/2015 - 12/2016

The Digital Animation and Visual Effects School

Game Production Program

Software Knowledge

- Modo
- Maya
- ZBrush
- Photoshop

Skills

- Substance Painter
- Unity Unreal Engine 4
- Marmoset
- Premiere Pro
- Perforce

- Hard Surface Modeling
- Organic Modeling
- Digital Sculpting
- Texturing

- Implementation
- Lighting
- Animation