



# NICHOLAS HUNTER

3D ARTIST

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🌐 [www.artstation.com/artist/nicholashunter](http://www.artstation.com/artist/nicholashunter)

## SKILLS

- Subdivision modeling
- Hard surface modeling
- Clay modeling
- Retopology
- Mesh optimization for engines
- Photogrammetry
- UV unwrapping
- Baking
- PBR texturing

## PROFICIENCIES

### MODELING

- Maya ●●●●●
- Zbrush ●●●●○
- Fusion 360 ●●●●○
- SpeedTree ●●●●○

### TEXTURING

- Quixel Suite ●●●●●
- Photoshop ●●●●●

### BAKING

- xNormal ●●●●●
- Marmoset Toolbag ●●●●○

### ENGINES

- Unreal Engine 4 ●●●●○
- Unity 5 ●●●●○

### DEVELOPMENT

- Perforce ●●●●○
- Github ●●●●○
- Slack ●●●●○

## ABOUT ME

3D modeling and texturing is my passion, as it occupies both my personal and professional life. I am a fast and dedicated learner, able to direct myself towards goals, or take direction from others to meet requirements. Through seeking to understand the workflows of other departments, I am able to adjust my workflow to make their jobs easier, and better communicate with them, so that we can create awesome things.

## EXPERIENCE

**Role:** 3D Artist  
**Studio:** Dysanian Dawn **Game:** *Pastry Panzer Panic*  
**Engine:** Unreal 4  
 Jan 2017 – Apr 2017

On a team of 21, I was responsible for creating more than 80 environment and vehicle art assets, including an environment kit for level designers.

**Role:** Lead 3D Artist / Technical Artist  
**Studio:** Most Oldest People **Game:** *Merry Mayhem*  
**Engine:** Unreal 4  
 Aug 2016 – Dec 2016

On a team of 10, I created more than 250 unique art assets for use in 4 distinctly different worlds. I developed a workflow and texturing standard which allowed me to rapidly produce 3D models for weapons, characters, and environment kits.

**Role:** Art Director  
**Studio:** Polygon Playground **Game:** *Black Sun*  
**Engine:** Unity 5  
 May – July, 2016

On a team of 13, I organized 7 artists for the production of 3D art assets, while meeting a standard of quality and aesthetics. I assigned tasks, provided tutorials and demonstrations, as well as made a number of assets myself. Working in Unity 5, I assembled all of the game's levels to the designer's specifications, built lighting, post processing, and managed collision objects and particle systems.

**Role:** Environment Artist  
**Studio:** Keyword Studios **Game:** *Enemy of my Enemy*  
**Engine:** Unity 5  
 Jan 2016 – Apr 2016

On a team of 8, I created environment assets based on concept art given to me, meeting standards set by our Art Director.

## EDUCATION

**University of Central Florida** (2013 – 2017)  
 Bachelor's Degree, Game and Interactive Media Design