



Nick Rutledge

3D Artist

Kessler.artstation.com

thekesslereffect@gmail.com

515-250-7642

+ EXPERIENCES

- January 2016 – 3D Character Artist – Sony Playstation
Present Scan cleanup, game ready mesh creation, texturing, and facial sculpting.
Titles: Days Gone, MLB, The Last of Us Part II, unannounced projects
- January 2015 – 3D Freelancer
October 2015 Worked on projects ranging ranging from medical animations to product renders and Zbrush sculpts.
- March 2014 – Lead 3D Artist- Goma Pro
January 2015 Helped create a vehicle for Gadget Bot that is to be featured in the September edition of Popular Science and in their upcoming movie, Momentum. Also, creating 3D characters and assets for many other projects for films and mobile games.

+ EDUCATION

- October 2015 Gnomon School of Visual Effects
– January 2016
- August 2011 – DePaul University
June 2014 Bachelors of Science – 3D Animation

+ SOFTWARE

Autodesk Maya
ZBrush
Substance Painter
Photoshop
Mudbox
Marmoset Toolbag 2
Unity

+ SKILLS

3D Modeling and Sculpting (Organic/Hard-Surface, realistic and stylized)
Animation
UV Unwrapping
Retopology
Texturing