

EDUCATION

THE ART INSTITUTE OF PITTSBURGH
GAME ART AND DESIGN (GPA 3.53)

MARCH 2017

- Student of the Quarter: Spring 2015, Spring 2016
- Dean's List: Fall 2014, Winter 2014, Winter 2015

SOFTWARE SKILLS

- 3ds Max
- Zbrush
- Marvelous Designer
- Unreal Engine 4
- Photoshop
- Substance Painter
- Substance Designer
- Unfold 3D

TECHNICAL SKILLS

- 3D Modeling
- Unwrapping
- Texture Baking
- PBR Texturing
- Modular Assets
- UE4 Blueprints
- Illustration
- Human Anatomy

EXPERIENCE

CONTRACT HARD SURFACE ARTIST
ART BULLY PRODUCTIONS

SEPT 2017 - PRESENT

- Works with in-house art director and clients to create hard surface assets for video games that meet high-quality industry standards.

TUTOR

THE ART INSTITUTE OF PITTSBURGH

NOV 2016 - MARCH 2017

- Tutored students on software packages that include 3ds Max, Zbrush, Substance Painter, Substance Designer, Photoshop, and Unreal Engine 4.

DEKE KINCAID AND DAVID KRISMAN

FEB 2016 - JULY 2016

- Created eight detailed digital sculpts of people in Zbrush for use in a domestic abuse commercial.
- Unwrapped models and baked normal maps in Substance Painter to add detail, reduce the amount of polygons used, and decrease render time.



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