




NIKOLAOS KALTSOGIANNIS

3D ARTIST - HARD SURFACE / ENVIRONMENT

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PROFESSIONAL EXPERIENCE

3D ARTIST | Fenrir Studios | Project: Darkstorm Ascension

Hard Surface | Modular Environment | PBR Texturing | Props | Unreal Engine 4


Darkstorm is an upcoming action / stealth game made in Unreal Engine 4. My main responsibilities were to create Modular Environment assets as well as Props, Weapons, Vehicles and Character Gear in a PBR Pipeline. I was mostly given concept art to follow, but in many occasions I was responsible of creating an asset from Concept to In Game Content.

 Stockholm-Sweden
Nov 2016 - July 2018

3D ARTIST | Playnet LLC | Project: WW2 Online

Hard Surface | Weapons | PBR Texturing | Props


World War II Online is a massively multiplayer online first-person shooter. My work in this game was voluntarily as an intern. I created 2 weapons for the Italian Army in a custom PBR pipeline following Real Life Reference.

 Stockholm-Sweden
Aug 2016 - Nov 2016

3D ARTIST | Freelance | Upcoming Boardgame

Hard Surface | Weapons | Character Sculpting | Prop Sculpting

Upcoming Board game featuring scale models. I created Character, as well as Environment Digital Sculpt for 3D Printing following concepts.

 Stockholm-Sweden
Feb 2015 - May 2016

EDUCATIONAL EXPERIENCE

3D ARTIST | Futuregames | Project: CoDepedence Day (7 Weeks)

Hard Surface | Characters | PBR Texturing | Props | VFX | Unity 5 | Scrum Master


Codependence Day is a co-op survival game made in Unity. I was responsible for adapting the Scrum & Agile methodology to the team's needs. In addition I created a Custom Material Pipeline, Environment Assets, Props and VFX having Modularity as my main focus. Lighting and Post Processing were two more of my responsibilities in the project.

 Stockholm-Sweden
May 2018 - June 2018

TUTOR | Futuregames | 3D Tutor in Preparatory Course.

Hard Surface | Environment | Lighting | PBR Texturing | Props | UE4 | Unity


I worked as 3D Art Tutor at Futuregame's preparatory course. My focus was to help future applicant with 3D Modeling, Texturing, Lighting and Art Pipelines for Game Development. Furthermore I helped with software tutoring and overall art mentoring.

 Stockholm-Sweden
Feb 2018 - May 2018

3D ARTIST | Futuregames | Project: Mondri (4 Weeks)

Hard Surface | Characters | PBR Texturing | Props | VFX | Unreal Engine 4


Mondri is a 3D Platformer made in Unreal Engine 4. I created A Custom Material Pipeline, Environment Props, VFX as well as the Main Character of the game. In addition I was heavily involved in the Ideation, Storytelling and Design of the game.

 Stockholm-Sweden
Jan 2018 - Feb 2018

3D ARTIST | Futuregames | Project: Subow (2 Weeks)

Hard Surface | Characters | PBR Texturing | Props | Weapons | Unreal Engine 4

Subow is a local Multiplayer Brawler made in Unreal Engine 4. I created the Characters for the game from Concept to In Game Content, as well as their Weapons, Gear and Equipment. Modularity was one of the key aspects in creating the characters in such a short Deadline.

 Stockholm-Sweden
Oct 2017 - Oct 2017

EDUCATION


 **3D GRAPHICS - GAME DEVELOPMENT**
Futuregames - Higher Vocational Education

Two-year program in one of the leading game development schools in Sweden. The courses are being held by industry professionals.

 Stockholm-Sweden
Sep 2017 - Present

 **GAME ART - GAME DEVELOPMENT**
Forsbergs Skola - Higher Vocational Education

Two-year program in a game development school in Sweden. The courses are being held by industry professionals.

 Stockholm-Sweden
Aug 2016 - June 2017



WHY ME?

I am a motivated and passionate **3D artist** with the ability to create quality work mainly focusing on **hard surface / environment art**.

As a Developer, I have an excellent understanding of **game art pipelines** and processes. In addition, I have a huge interest in **procedural modeling and texturing** in **Houdini** and **Substance Suite**. I always try to incorporate **proceduralism** in my projects.

I have lived and worked in 2 different countries and learned to work and **communicate** in **diverse teams**. I have the ability to **adapt** quickly, **find solutions**, work with **deadlines** and **under pressure**.



SOFTWARE

Autodesk Maya
Pixologic Zbrush
Houdini
Unreal Engine 4
Substance Painter
Substance Designer
Marvelous Designer
Quixel Suite
Marmoset Toolbag
Unity
Adobe Photoshop
Perforce



SKILLS

High / Low Poly Modeling
Hard Surface Modeling
Environment Art
Procedural Modeling
Procedural Texturing
Digital Sculpting
UV Mapping
PBR Texturing
Realistic Texturing
Handpainted Texturing



LANGUAGES

English - Proficient
Greek - Mother Tongue
Swedish - Intermediate

EDUCATIONAL EXPERIENCE

3D ARTIST | Forsbergs Skola | Project: Ark Survival Evolved Mod (7 Weeks)

[Hard Surface](#) | [Environment](#) | [PBR Texturing](#) | [Props](#) | [Vegetation](#) | [Unreal Engine](#)

A Game Mode for the Ark Game in Unreal Engine 4. My main responsibilities were to create Modular Environment assets as well as Props, Weapons and vegetation. My main focus was to match the art style of the In Game Content.

📍 Stockholm-Sweden
Mar 2017 - May 2017

3D ARTIST | Forsbergs Skola | Project: Connect (4 Weeks)

[Hard Surface](#) | [Environment](#) | [PBR Texturing](#) | [Props](#) | [VFX](#) | [Unity 5 Engine](#)

Connect is a Mobile Puzzle game made in Unity. I was heavily involved in the Game Ideation and Game Design. In addition I made 3D & 2D Art for the game.

📍 Stockholm-Sweden
Mar 2017 - Mar 2017

3D ARTIST | Forsbergs Skola | Project: Castle Samhain (4 Weeks)

[Hard Surface](#) | [Environment](#) | [PBR Texturing](#) | [Props](#) | [VFX](#) | [Unity 5 Engine](#)

Halloween Escape is a 3D Puzzle Platformer made in Unity. I created Modular Environment assets as well as props. I also created a custom Material Pipeline to be used in the project.

📍 Stockholm-Sweden
Jan 2017 - Feb 2017

3D ARTIST | Forsbergs Skola | Project: Martyr (1 Week)

[Hard Surface](#) | [Characters](#) | [Texturing](#) | [Props](#) | [Weapons](#) | [Environment Art](#)

Martyr is a Local Multiplayer Brawler Game Made in Unity. I created all the Environment Content for the games. Modularity and performance was my main focus.

📍 Stockholm-Sweden
Dec 2016 - Dec 2016

3D ARTIST | Forsbergs Skola | Project: Dark Matter (2 Weeks)

[Hard Surface](#) | [Characters](#) | [PBR Texturing](#) | [Props](#) | [VFX](#) | [Unity 5 Engine](#)

Dark Matter is and Shoot Em Up game made in Unity. I created The main Spaceship for the game as well and the Enemies. In Addition I Created all the 3D assets in the game. I used a Modular approach to create the enemies as well as the weapons of the main Spaceship.

📍 Stockholm-Sweden
Nov 2016 - Nov 2016

ARTIST & DESIGNER | Forsbergs Skola | Project: Lights Out Escape Room

[Level Design](#) | [Texturing](#) | [Props](#) | [UX Design](#) | [Board Game](#) | [Puzzle Design](#)

In this project I was responsible of the room design and Puzzle Design of the games in the room.

📍 Stockholm-Sweden
Oct 2016 - Oct 2016

3D ARTIST | Forsbergs Skola | Project: Jag Vill Hem (2 Weeks)

[Hard Surface](#) | [Characters](#) | [Texturing](#) | [Props](#) | [Weapons](#) | [Board Game](#) | [Render-](#)

In this project I created 3D and 2D assets to be printed as well as the Main Map of the game. In addition I was involved in the game ideation and game Design.

📍 Stockholm-Sweden
Sep 2016 - Sep 2016

OTHER MERITS

- Participation in several [Game Jams](#).
- Voluntarily creating assets for several indie games in the [Indie DB](#) community.
- Huge interest not only in [Video Games](#) but in [Tabletop Games](#) / [Board Games](#) as well.
- [Miniature Painter](#) hobbyist for Tabletop Games.
- [Scale Figure](#) Collector and Modeler.
- Occasional freelance [Photographer](#).