

NICHOLAS CHMIL

Technical Artist

INFO



Phone

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Email

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Portfolio

ngciv.com

SKILLS

- Multi-tasking
- Deadline oriented
- Cooperative
- Autodesk: Maya/3ds Max
- Unreal Engine 4
- Unity
- Python, MEL, MAXScript
- Programming/Scripting
- 3D Modeling/Texturing
- Adobe Products

EXPERIENCE

Technical Artist Intern

Hi-Rez Studios / June 2018 - August 2018

Implemented new systems and features in collaboration with the team leads. Worked with animators and riggers to update new animations in engine. Fixed bugs and any other problems reported by QA.

Technical Artist

Skyblivion / December 2017 - June 2018

Responsible for communicating with lead programmers and artists to optimize in-game assets/creatures. Modeled weapon assets alongside the lead 2D Concept Artists.

- Scripting in 3DS Max and Maya.

Summer Seminar Assistant

Savannah College of Art and Design / June 2017 - August 2017

Responsible for planning, leading, and implementing core and non-core programs for students.

EDUCATION

Bachelor of Fine Arts: Interactive Design/Game Development

Savannah College of Art and Design / June 2019 (expected)

ACCOMPLISHMENTS

- While apart of the Skybilvion team, the release trailer recieved over 1.5 million hits.
- Developed and released a game using Unreal Engine 4. Modeled, textured, and programmed the entire game.
- Participated in Global Game Jam 2017 and 2018; working with a group of students to make a game in less than 48 hours.