

NICHOLAS CHMIL

Technical Artist

INFO



Phone

C: (336) 501-2666



Email

nchmil@gmail.com



Portfolio

ngciv.com

SKILLS

- Maya/3ds Max
- Unreal Engine 4
- VFX: Houdini, VEX
- Python, Pyside, MEL, MAXScript
- 3D Modeling/Texturing
- Photoshop
- Substance

EXPERIENCE

Technical Artist

High Moon Studios(Activision Blizzard)/ September 2019 - Current

Houdini rigid body simulations for Call of Duty's in-game cinematics. Procedural Houdini tools for environment artists and HDA's for our Tech Art teams workflow. Implemented all simulations into the engine along with hooking up and creating required VFX. Optimization passes on all game levels to hit 60fps on all consoles. Scripting destructible systems that the player would interact with.

Technical Artist Intern

Blizzard Entertainment / June 2019- September 2019

Designed and implemented animation and rigging tools for the World of Warcraft art pipeline. Performance optimization for game assets.

Technical Artist Intern

Hi-Rez Studios / June 2018 - August 2018

Rogue Company:

Implemented cloth simulation system. Scripted tools in Maya. Worked with animation and rigging team to update animations and features in game.

Realm Royale

Optimized shaders. Fixed bugs and any other problems reported by QA. Provided research and helped further development of future concepts.

Technical Artist

Skyblivion / December 2017 - June 2018

Responsible for creating the creature and character conversion pipeline.

EDUCATION

Bachelor of Fine Arts: Interactive Design/Game Development
Savannah College of Art and Design / June 2019