

# Nicholas Hurst

## 3D Artist

### Personal Info

#### Address

2245 RiverRun Dr apt#4308  
San Diego CA, 92108

#### Phone

(619)541-0492

#### E-mail

hurstnb19@gmail.com

#### Date of birth

1989-04-19

#### WWW

<https://hurstnb19.wixsite.com/nicholas-hurst>

#### LinkedIn

<https://www.linkedin.com/in/nicholas-hurst-889aabb3/>

### Skills

#### Adobe Photoshop



#### Substance Painter



#### Physiologic Z Brush



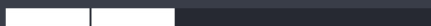
#### Auto desk 3ds Max



#### Houdini



#### Unity



#### Unreal Engine



Character Artist with 3+ years of experience designing and creating characters with Multiple programs. An autonomous worker committed to providing high quality services in required time given. Seeking to leverage my technical and professional expertise to learn and grow in the new roles as a artist.

### Experience

2017-09-present

#### 3D Modeling and texture artist

MegaCosm LLC

3D modeled the 2 main characters from design concepts.

Texturing models to hand of to level designer.

Receive feed back and fixing any changes that are made.

Returned to project to work on special effects on character models.

2017-03-present

#### Enviroment Artist

Play-Space playgrounds

Collaborate with team to design and manage models within the scene.

Schedule meeting with team to update progress on all models.

Modeling objects off of design plan.

Experienced in (level design) placing models in unreal engine for final build.

2015-02-present

#### 3D Artist

Game Jam events

Collaborate with team to design and tasks take to completion within 48 hr.

Main texture artist and 3D modeler.

Recorded countless hours of beta testing with other teams.

Accurately reported with great detail all bugs found during game-play.

Participated in 3 game jam events and 3 global game jam events within the area.

2015-05-2015-07

#### Student

Coleman university (Capstone)

Distributed detailed 3D models within a team environment.

In charge of 3D Modeling and texturing environment assets.

Effectively created a game prototype in less than ten weeks in a fast paced environment.

Collaborated with programmers, level designers, UI artist and team leads for project goals.

Met with design team daily to approve designs and offer suggestions to improve the finished project.

### Education

2015-05-present

#### Coleman University San Diego, CA B.S. in Game Development

Expected Graduation Date 2018.

Experienced in modeling, rigging and special effects.