

Nicholas Covington - Technical Artist

619.916.6218 • itsnickcovington@gmail.com • <http://www.enemcee.com>
8614 Saran Drive #214, Playa Del Rey, CA 90293

Summary

- Strong understanding of all aspects of 3dsMax, Maxscript and C#
- Solid base skills in of Maya, MEL and Python
- Character rigging and skinning experience, with great enthusiasm for tools and content pipelines
- Knowledge of HLSL, Lighting and Rendering. 3D math skills.
- Adept at quickly learning new techniques and software

Technical Knowledge

3dsmax, Maya, Maxscript, MEL, C#, Python, HLSL, Character Studio, Mudbox, Photoshop, Illustrator, Flash/AS, UDK, Unity, Perforce, SVN

Work Experience

Funtactix Inc, Marina Del Rey, CA — 2011 to Present — **Technical Art Director**

In-Development Project

- Improved and maintained existing Maxscript/C# tool base
- Developed quality lighting and rendering pipeline for new character assets.
- Replaced previous iterations of scripted plug-in objects with more efficient, better performing versions

Mission Impossible – The World. 2011

- Managed 3d character animation and outfit export pipeline.
- Implemented Data-driven tools and GUI for asset tracking.
- Wrote tech documents and guided technical execution of assets for outsourced artists.
- Used character studio to mix and blend core animations into complex compound animations

Budcat/Activision, Iowa City, IA, – 2008 - 2011 – **Technical Artist**

Next-Gen Engine Development. 2009 - '10

- Built working prototypes for application interfaces using Visual Studio
- Provided artist input for UI design of tool-set.
- Evaluated new software packages for both artists and engineers.
- Established company-wide render and building farm.

Top Shot: Arcade. 2009 – '10

- Created and maintained animation and rigging pipelines.
- Developed automated Quadrupedal and Bipedal rigging tools using Maxscript.
- Implemented level design tools within 3dsmax environment.
- Wrote tools to automate the switching of project assets between multiple SKUs.

Guitar Hero Franchise. 2007 – '09 (Four titles)

- Implemented and maintained 3D environment asset pipeline and conversion tools.
- Scripted in-game sequences using proprietary scripting language.
- Mentored artists on optimizing and debugging 3D environments and assets
- Built complex material setup for characters requiring special materials and effects.

Budcat/Activision, Iowa City, IA, – 2007 – 3D Artist

Guitar Hero: Aerosmith. 2007

- Optimized, modeled and exported character guitar props.
- Optimized next-gen environments for low-end platforms.

Released Titles

Mission Impossible – The World (PC/Facebook), Guitar Hero World Tour(PS2), Guitar Hero: Aerosmith(PS2), Guitar Hero Metallica(Wii), Guitar Hero 5 (PS2), Band Hero(PS2), Our House Party!(Wii), Top Shot: Arcade(Wii)

Education

- Bachelor of Science, Game Art and Design, Art Institute of California, San Diego - 2007