

# Nicholas Covington

## 3D Artist

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### Summary:

Experience In 3D environment and game asset development. Thorough understanding of major 3D applications. Goal-oriented technical skills for creative solutions to problems. Easily able to pick up new skills. Proven ability to work independent of direct supervision while meeting deadlines and exceeding the standard.

### Technical Knowledge:

- Maya
- 3D studio Max
- Photoshop/Illustrator
- MEL
- HTML, CSS, PHP, Actionscript
- Flash/Dreamweaver
- UV Unwrapping
- Normal/Spec/AO mapping
- Rigging
- Unreal Engine

### Education:

Art Institute of San Diego, Bachelor of Science, Game Art and Design – September 2007

### Creative Experience:

#### **2006 - Game Prototype Development: "HolyDark"**

Developed 1<sup>st</sup> person shooter concept, HolyDark, using the unreal engine in a team environment.

#### **Tasks included:**

- Team producer – Managed team schedule, wrote team design document, and assured deadlines were met. Assisted with technical problems
- Lead Level Designer – Combined assets from team members into Working prototype level using UnrealED.
- Lighting tech – Used UnrealED to illuminate 3D environments.
- Problem solver – Resourcefully found solutions to development related problems.

#### **2007 – Flash Game development: "Bush's Battalions"**

Worked in A team environment to develop a Flash-based top-down tank game.

#### **Tasks included:**

- Scripter – Used Flash Actionscript to assemble game engine.
- Technical Leader – Developed technical documents to set standards for art asset integration into flash.

### Employment:

Audio Video Technician - Education Management Corp. October 2006 – Current.  
Grocery Clerk – Albertsons, Inc. August 2004 - June 2006.