

Nicholas Covington - Technical Artist

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http://www.enemcee.com

SUMMARY:

Technical Artist for team of 50+ developers with three years of experience and 5+ shipped titles. Experience working closely with all branches of content development to assist in asset creation, content pipeline development, and problem solving. Scripting experience creating versatile utilities to aid both artists and designers in content creation. Capable of thoroughly understanding new software rapidly. Able learner, with emphasis on quality.

Technical Knowledge -

3ds Max, Maxscript, C#, Mudbox, Photoshop, Illustrator, Flash/ActionsScript, Doc-o-Matic, High-poly modeling, Texturing/Unwrapping, Rigging/Skinning, HTML/PHP/CSS, Unity, Perforce, Devtrak, SCRUM.

Major Creative Experience -

Guitar Hero Franchise (Budcat)-

- Optimized high-poly environments for both the Wii and PS2
- Wrote tools to automatically convert nearly all next-gen directx materials to ps2/wii equivalents.
- Handled scripting in-game sequences with GH's proprietary scripting language.
- Worked closely with programmers to get most bang-for-buck out of Low-end lighting systems.
- Insured Lighting FX passed Nintendo-required Flash Pattern Analysis Testing.
- Contributed custom tattoo designs to all SKU's create-a-rocker system.

Tools and Tech department (Budcat)-

Worked as artist liaison and developer for a team of senior software engineers developing a in-house next-generation game engine.

- Designed integral interfaces for the toolset, including the general application layout, asset browser and materials tool UI, and an inheritance tool.
- Advised software engineers on user experience expectations from both artists and designers.
- Wrote tutorials for both software engineers and content developers.
- Built demo scenes to demonstrate tool's potential.

Wrote tools and managed content pipelines for ongoing projects

- Developed a auto-rigging tool to dramatically decrease rigging time for multiple characters requiring unique rigs.
- Implemented design tools to simplify and speed up the placement of AI navigation paths within game scenes for designers.
- Wrote retargeting and batch tools to simplify the transition of hundreds of 3dsmax files between different SKUs.
- Advised teams on strategies and approaches to most efficiently create current and next-gen content.

Employment/Education -

- Technical Artist @ Budcat Creations/Activision, Mid 2008 → November 2010
- Artist @ Budcat Creations/Activision, December 2007 → Mid 2008
- Bachelor of Science, Game Art and Design, The Art Institute of San Diego, California - September 2007