



DAVID NICHOLLS - ENVIRONMENT ARTIST

About Me

I am an Environment Artist based in the UK and have been working in the industry just over 2 years. While primarily an Artist by trade enjoying both hard surface and organic work, focusing mostly on high poly and material work. I have also been known to experiment with new methods and technologies regularly to try speed up workflows or improve on techniques. With the aim of always bettering myself and my artistic abilities, and sharing these findings with the team. I am quick to learn new software and aspire to grow my skillset as I move forward. I have experience working with teams in various roles as well as individually on projects and I have experience with helping problem solve alongside direction to help bring a project together.

Skills

Asset Creation - High to Low workflow

Texturing - Both traditional and PBR

Procedural Workflows - Experience bringing a procedural workflow to an art team.

Level Art and Design - Level layout and for gameplay and level art pass

Modelling Packages

- Maya
- 3DS Max
- Zbrush

Realtime Engines

- Unreal Engine 3 & 4
- Cryengine 3
- Unity
- ID Tech 5

Texturing and Baking

- Substance Designer
- Substance Painter
- Photoshop
- Quixel Suite
- Xnormal

Projects & Experience

SIE - London Studio - Environment Artist - January 2015 - Present

While at London Studio I was part of the environment team, looking after various parts of the 5 experiences included in PS VR Worlds. My other responsibilities included integrating new workflows such as Allegorithmic's Substance packages to help with iteration and non-destructive practices.

Exis Interactive - Vehicle & Environment Artist - October 2014 - October 2015

While working with Exis I delivered outsource work for World Of Tanks. Where I was responsible for taking vehicles from blueprint stage through base, high poly, low poly, uv and baking. I also had the chance to work on titles such as Ashes of the Singularity and some private contracts.

Creative Assembly - Intern Environment Artist - June 2014 - January 2015

I worked as part of the Total War team at the Creative Assembly, working on their Warhammer Total War title. My responsibilities were to take architecture, siege and environment props from base concept through to final in-game assets in their proprietary engine. I was also tasked with trouble shooting various problems as they appeared in the pipeline and helping debug.

Hobbies & Interests

- Avid gamer on all platforms, mobile, console or PC.

- Big Photography and Travelling (mostly for textures).

- Recycling old tech and PC's to find new life in them.

- Bit of a History buff and love learning more old facts.

Education

University Of Hertfordshire (UH Animation) - Games Art (BA Hons)

September 2011 - 2014

Attained: First Class Honours

Kidderminster College - BTEC ND Games Design

September 2008 - 2010

Attained: DDD - Triple Distinction