



Nicole Gorny

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Summary

I am an adaptive problem solver with the ability to develop new skills in a fast paced environment, to adjust quickly to new workflows and to ensure tasks are done properly the first time. My skills would be a great asset to a team that provides me the opportunity to continue to learn and progress while tackling new challenges and tasks.

Experience

Cubic – Artist Associate Jan. 2014 – May. 2016

- Developing game based learning programs on next gen game engine Unreal 4
- Managing team to model, UV, texture and import assets into engine while streamlining and creating documentation to support improved workflows
- Maintain AAA standards of game title quality in art and performance
- Create and maintain master materials along with material instance library
- Design tillable textures to be reusable across projects to meet strict guidelines

Cypress –Environment Artist Mar. 2013 – Sept. 2013

- Create modular and unique assets to be used in UDK game engine
- Manage assets and place in engine
- Build terrain with materials and textures

Full Sail University – Lighting and Texture Intern Feb. 2013 – April. 2013

- Assist students with technical issues
- Test new lessons for future students
- Practice new techniques for lighting and rendering in Maya and Mental Ray

Education

Full Sail University Graduated Feb. 2013

Bachelor of Science – Computer Animation. Graduated Valedictorian & Advanced Achievers.

Skills

Programs

- Maya
- 3DS Max
- Zbrush
- Substance Designer 5 & Painter
- Quixel Suite
- Adobe Photoshop
- 3D Coat
- UDK
- Unreal Engine 4
- Perforce

Art Proficiencies

- PBR Texturing
- Handpainted Texturing
- Procedural Texturing
- 3D Modeling
- Digital Sculpting
- Hardsurface Modeling