

Nolan Cunningham

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Employment History:

2017 - present

UAP

Visualizer

- Model 3D assets needed to convey an artist's vision
- Develop materials to accurately convey surface properties
- Light scenes
- Composite final images for clients
- Prep architectural models for rendering in 3Ds Max and Corona

2016 – present

Infectious Ape

Artist (Kingspray)

- Drive the high quality environments to compete with established studios
- Create art assets needed to sell the style and quality of the game
- Layout/propping/lighting
- Contribute in design and style of the game
- Develop simple C# scripts
- Develop shaders using Unity ShaderLab
- Logo design for Infectious Ape

2010 – 2015

Bioware EA

Environment Artist (unannounced title, Dragon Age: Inquisition, Mass Effect 3, Mass Effect 2 Shadow Broker DLC)

- Work with designers to create layouts that support game play
- Work with asset artists to help support Environments quality
- Create assets (texture/models/shaders) for Environments
- Manage performance resources to support Gen 3 and 4
- Foliage artist
- Develop pipeline and file structure for team
- Manage a junior artist

2007 – 2009

Pandemic Studio

Environment Artist (Saboteur , unannounced title)

- Build assets in for use in the environments
- Layout design
- Manage a small team
- Aid in the rigging and development of vehicle export pipeline for art
- Develop simple scripts for use in XSI
- Develop WW2 French country side with free play missions.
- Create roads that are fun to drive and visually interesting.
- Provide feedback to junior artists and assisting them in resolving issues.

2006 – 2007

Bioware Corp.

Lead Level Artist (unannounced title)

- Ensure art direction is being followed across levels
- Create tasks for level artists and ensure deadlines are kept
- Aid in development of pipelines
- Bridge game design and level art
- Address any issues artists might have
- Monitor morale of my team
- Develop level art and standards (materials, models, and layout)

2000 – 2006

Bioware Corp.

Level/Tech Artist (Mass Effect , Knights of the Old Republic, Jade Empire, Never Winter Nights)

- Develop strong compositions through modelling
- Create material systems that work efficiently in game
- Layout, Light, Model, Texture, and Unwrap entire areas
- Optimize levels for target frame rate and memory budget
- Script simple tools in Max to assist other artists
- Create PHP site to track nightly performance XMLs

Skills

- Excellent problem solver
- Ability to work in a team environment
- Ability to lead and organize team members
- Ability to transfer knowledge to other team members
- Extensive knowledge of tool development
- Technically minded
- Fast modeller
- Strong work ethic
- Well rounded artist in composition, colour, and form

Software

- 3Ds Max
- Maya
- Substance Designer
- Substance Painter
- PhotoShop
- FrostEd
- Unity
- Unreal4
- Agisoft

Education

1999 – 2000
Vancouver Film School Vancouver B.C.
Certificate of Recommendation in 3D Animation

Artstation

https://www.artstation.com/artist/apple_hardcore

References

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