JAKE NOLT

SKILLS

C# Scripting
Animation
Effects and Particles
Game Design
Hard Surface Modeling
Interface Design
Illustrating
Lighting
Modeling
Rigging
SCRUM/ Agile Workflow
Sculpting
Sketching
Texturing
Unwrapping

PROFICIENCY

3D Studio Max
Flash
Knald
Photoshop
Premiere
Sony Vegas
Unity 3D Engine
Unreal 3 Engine
Unreal 4 Engine
Unreal Development Kit
xNormal
ZBrush

EDUCATION

The Art Institute of
Pittsburgh
Oct. 2007 - Sept. 2010
B.S. Game Art and Design

CONTACT

jakenolt@gmail.com
(419) 212-1640
www.jakenolt.com

Experience

Communication Exhibits Inc.

Jan. 2011 - Present | Canal Fulton, OH
Unity applications for touch screens and Android and iOS devices
3D Modeler | Artist | Texture Artist | Animator | Programmer

- Model, rig, animate, texture, and render props, characters, vehicles, and environments in 3D Studio Max
- Scene design, light baking, occlusion culling, and programming in Unity engine
- Concept design, illustration, and rendering
-

Fenrir Studios

Oct. 2014 - Present | Remote Freelance
Dark Storm - Sci-Fi first person shooter made in UDK
Weapons Modeler | Prop Modeler | Texture Artist | Level Designer

- Model and texture weapons in 3D Studio Max and ZBrush from provided concepts
- Model and texture environment props in 3D Studio Max and ZBrush
- Level design in Unreal Development Kit using personal created assets as well as assets from other team members

Indie Mobile Game Development

Jan. 2013 - August 2014 | Canal Fulton, OH
3D tap and slash mobile game in Unity
3D Modeler | Artist | Level Designer | Game Designer | Texture Artist

- Model, rig, animate, texture, and render props, characters, vehicles, and environments in 3D Studio Max
- Level design, light baking, occlusion culling, and programming in Unity engine
- Concept design, illustration, and rendering
- Game play design

V-Teractive

Sept. 2010 - Dec. 2010 | Pittsburgh, PA
Hidden object game for Facebook
3D Modeler | Artist

- Modeled and textured props in 3D Studio Max
- Lit and rendered props

Entertainment Technology Center

July 2010 - Aug. 2010 | Pittsburgh, PA
Ground up 3D user interface for the Panda game engine
3D Modeler | Texture Artist

- Modeled and textured environments and props in 3D Studio Max
- Beta tested a custom user interface for the Panda game engine

Advanced Game Production Team
Jan. 2010 - Mar. 2010 | Pittsburgh, PA
Sizzle video for a hand painted sci-fi adventure game
Lead Environment Artist | 3D Modeler | Texture Artist

- Oversaw team of environment artists
- Delegated tasks, provided feedback, and ensured model quality standards
- Created level design concepts
- Modeled and textured environment models and props
- Collaborated with engine managers for importation and implementation of models and cameras in Unreal Tournament 3

Game Production Team
Oct. 2009 - Dec. 2009 | Pittsburgh, PA
Sizzle video for a sci-fi adventure game
Lead Environment Artist | 3D Modeler | Texture Artist

- Oversaw team of environment artists
- Delegated tasks, provided feedback, and ensured model quality standards
- Created level design concepts
- Modeled and textured environment models and props
- Collaborated with engine managers for importation and implementation of models and cameras in Unreal Tournament 3

Carnegie Natural History Museum
Oct. 2008 - Sept. 2009 | Pittsburgh, PA
Tour of an accurate Egyptian temple in Unreal tournament 2004 engine
3D Modeler | Texture Artist

- Generated prop models in 3D Studio Max
- Created textures for the existing Egyptian temple

Heinz Sports History Museum
Oct. 2008 - Dec. 2008 | Pittsburgh, PA
Hockey game prototype using the in-browser WildPockets engine
3D Modeler | Artist | Game Designer

- Created an in depth design document for a kiosk game using the WildPockets engine
- Created textured props for the game prototype