

JAKE NOLT

3D ARTIST

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SOFTWARE

- 3DS MAX
- MAYA
- PHOTOSHOP
- SUBSTANCE PAINTER
- UNITY
- UNREAL 4
- UDK
- XNORMAL
- ZBRUSH

SKILLS

- C# SCRIPTING
- 3D ANIMATION
- HARD SURFACE MODELING
- HIGH POLY SCULPTING
- LOW POLY MODELING
- MAP BAKING
- PBR AND PAINTED TEXTURES
- RETOPOLOGY
- SCRUM
- SHADER DESIGN

PUBLISHED MODS

- *CHIVALRY: MEDIEVAL WARFARE*
 - GUILTY GAVEL
 - FINAL GUARD SET
- *THE ELDER SCROLLS V: SKYRIM*
 - SWORD OF DRAKES
 - MEHRUNES DOOMSICLE
 - KUKRI OF THE FOREGOER
 - RASTER EDGE
 - SOUL EATER
 - ELDER RIM SHIELD

PUBLISHED GAMES

Grabity | Lionheart Studios | Google Play Store
Waypoint EDU | Magnate Interactive | Apple Store

EDUCATION

Bowling Green State University
May 2018
M.F.A. Digital Art

The Art Institute of Pittsburgh
October 2010
B.S. Game Art and Design

PROFESSIONAL EXPERIENCE

CEO

Lionheart Studios LLC, Hicksville, OH July 2017 - Present

- Founder and CEO
- Art design and programming for mobile and PC games
 - *Grabity* | Google Play Store

GRADUATE ASSISTANT

Bowling Green State University, Bowling Green, OH Aug. 2016 - May 2018

- Instruct courses on Digital Art Design
- Manage studio space

FREELANCE ARTIST

Communication Exhibits Inc., Canal Fulton, OH Aug. 2016 - Present

- Modeled, textured, rigged, and animated assets for interactive applications
- Designed, lit, and optimized environments

Magnate Interactive, Toledo, OH Aug. 2017 - Present

- Modeled and textured assets for a mobile educational game
 - *Waypoint EDU* | Apple Store

Fenrir Studios, Stockton, CA Oct. 2014 - April 2015

- Modeled and textured weapon and environment assets for PC game
- Level design and shader creation

3D ARTIST

Communication Exhibits Inc., Canal Fulton, OH Jan. 2011 - Aug. 2016

- Modeled, textured, rigged, and animated assets for interactive applications
- Designed, lit, and optimized environments
- Managed assets and serve as a liaison between art and programming