

# JAKE NOLT

## 3D ARTIST

*jakenolt@gmail.com*  
*www.jakenolt.com*  
419 • 212 • 1640

### SOFTWARE

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

### SKILLS

- 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

### 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
  - *Gravity* | Google Play Store

#### GRADUATE ASSISTANT

Bowling Green State University, Bowling Green, OH Aug. 2016 - Present

- 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 - Sept. 2017

- Modeled and textured assets for a mobile educational game

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