ND

NICK DEMAS

ENVIRONMENT ARTIST

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PROFILE

Hi, my name is Nick Demas I have been studying environment art for around 5 years at school and have been in the games industry for about 1 year. I am an environment artist with a focus on realistic environments. I use industry standard software such as Maya, Unreal Engine, and Substance Designer/Painter. I am looking for an environment artist role specializing in one or all of the following; creating materials, set dressing, or modeling either hard surface or organic assets.

PROFESSIONAL EXPERIENCE

Environment Artist Airstrafe Interactive March 2023 - Oct 2023
-Saleblazers (released Sept 2023)
-Worked as Environment Artist and Level Designer
-Created props and set dressed the Island
-Greyboxed parts of the Island and placed spawnables and NPCs
-Worked with other artists, engineers, and designers in office and online
-Responsible for areas on the Island such as Canyon and Crater

Environment Artist Sokrispymedia Sept 2022 - Nov 2022
-Recreated Mr Beast videos such as "Buried Alive" in Unreal Engine
-Worked as an Environment Artist
-Recreated environments and blocked out actor placement and camera shots.

EDUCATION

Oct 2019 - June 2022
Gnomon School of visual effects, Games, and Animation
-Recieved certificate in digital production with emphasis on Game Art
-Learned industry standard software and techniques

Aug 2018 - Dec 2018
Otis College of Art and Design
-Studied traditional art
-Learned about form, shape language, and figure drawing

Aug 2017 - May 2018
Arizona State University
-Studied mechanical engineering and traditional art
-Learned about perspective and drawing from life

SOFTWARE SKILLS

Modeling	Texturing	Rendering
-Autodesk Maya	-Substance Painter	-Vray
-Zbrush	-Mari	-Marmoset
-Houdini	-Substance Designer	-Unreal Engine