

## Jon-Troy Nickel Character Artist

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**E-mail:** [troyn@kalescentstudios.com](mailto:troyn@kalescentstudios.com)

**Folio:** <http://www.kalescentstudios.com/troyfolio/Main.htm>

**WIP Gallery:** <http://hyperdivine.deviantart.com/gallery/>

**Linked-In:** <http://www.linkedin.com/in/jontroynickel>

### Education

Diploma of Information Technology, 2003  
August 2002 – July 2003  
Qantr College  
Level 10, 138 Albert Street  
Brisbane, Queensland 4000, Australia

### Work History

#### Freelance Character Artist

##### Kalescent Studios (Self-employed)

7/145 Windermere Road  
Hamilton 4007, Queensland, Australia

##### April 2009 – Current

Supervisor: Self

Clients: Artificial Mind & Movement (A2M), Poots

Projects: Wet 2, Kingdom Death.

Duties:

- Modelling & texturing of real-time quality characters
- Modelling of high definition models for normal & ambient occlusion maps
- Delivery procedures for files
- Create High polygon Z-brush sculptures for tabletop miniature gaming
- Produce playable character models to very strict specification

#### Lead 3D Character Artist

##### Fuzzeyes Studio

Unit 3/53 Brandl St, Eight Mile Plains  
Brisbane, Queensland, Australia

##### July 2006 – April 2009

Supervisor: Justin Kuo – Art Division Director

Project: Edge Of Twilight

Duties:

- Establishing the pipeline for over 130 unique character models
- Modelling & texturing of real-time quality characters
- Modelling of high polygon models for normal & ambient occlusion maps
- Managing artist schedules & milestones
- Implementation of characters into the game
- Shader Library Creation for Materials to be used on characters

**Freelance Character Artist****Kalescent Studios (Self-employed)**

7/145 Windermere Road  
Hamilton 4007, Queensland, Australia

**August 2004 – July 2006**

Supervisor: Self

Clients: Perception PTY LTD, Frantic Games, Epiphany Games, Vision Studios LLC, U-235 Studios, Flux Studios, Bugal PTY LTD and Pixel Bridge LTD.

Projects: Section 8, Stargate SG1: The Alliance, 1944 Operation Overlord, Retribution, Ascension, Champions of Atlantis, Winters Twilight & Turn: The I-life Equation.

Duties:

- Modelling & texturing of real-time quality characters
- Modelling & texturing of real-time quality environments & props
- Retouching existing assets to match desired quality level
- Modelling of high polygon models for normal & ambient occlusion maps
- Oversee & touch-up LOD Creation of models & textures
- Delivery procedures for files
- Create High polygon Z-brush sculptures for tabletop miniature gaming
- Establish character pipeline to allow each character to have identical UVW coordinates
- Produce playable character models to very strict specification

**Graphic Designer****Harriman Signs**

Tom Pearce Drive  
Auckland International Airport  
Manukau City  
Auckland 2022, New Zealand

**March 1997 – August 2001**

Clients: Air New Zealand, Mitre 10, Aromas Café, Circle Frieight, Auckland International Airport.

Supervisor: Liam Merrick

Duties:

- 2d Logo Creation & Design in CAD based software.
- Sign Design & layouts in CAD based software.
- Vinyl cutting and plotter operation.
- Printing and vinyl application.