

Jon-Troy Nickel

Character Artist

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Attributes

- **6 Years of games industry experience.**
 - **3 Major game titles and 8 independent titles** worked on.
 - Established character development pipeline for Edge of Twilight for Xbox360, PS3 and PC.
 - Managed in house team of 3 character artists and 20 external artists.
 - **High polygon and low polygon character modeling and texturing.**
 - Solid understanding of both 'old-school' and 'next generation' character production pipelines and techniques.
 - Excellent oral and written communication and documentation skills.
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Software Experience

- AutoDesk 3D Studio Max (5 Years)
- Adobe Photoshop (5 years)
- Pixologic Z-brush (3 years)
- Unreal Engine 3 (5 years)
- GameBryo Engine (2 years)

Education

- Diploma of Game Development (2002-2003)
 - Digital painting techniques with Bobby Chiu (2008)
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Work History

- **Lead 3D Character Artist** – Fuzzyeyes Studio, October 2006-April 2009.
 - **3D Character Artist** – Fuzzyeyes Studio, July 2006–October 2006.
 - **Freelance Character Artist** – Kalescent Studios, August 2003–July 2006.
 - **Graphics Designer** – Harriman Signs, March 1997-August 2001.
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References

Rafael Nogues

Senior Animator @ Quantic Dream

Email: rafa_nogues@hotmail.com

Christopher Willacy

Lead 3D Environment Artist @ Fuzzyeyes Studio

Email: christopherwillacy@hotmail.com

Major Game Titles

Edge of Twilight: Lead 3d Character Artist.

<http://www.gametrailers.com/video/someone-special-edge-of/51345>

Company: Fuzzyeyes Studio PTY LTD, Brisbane, Australia.

Publisher: Southpeak Games.

Format: PC, Xbox360, PS3.

Engine: Unreal Engine 3.

Duration: **2 Years 9 Months from July 2006 to April 2009.**

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.
 - Management of 3 in-house character artists schedules & milestones.
 - Presentations of new techniques and workshops for team members.
 - Management of large team of 20 external artists based overseas.
 - Implementation of characters into the game.
 - Shader Library Creation for Materials to be used on characters.
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Section 8: Freelance Character & Prop Artist.

<http://www.gametrailers.com/video/official-trailer-section-8/44754>

Company: TimeGate Studios, Texas, USA, via Vision Studios LLC.

Publisher: Gamecock Media Group.

Format: PC Xbox360, PS3.

Engine: Unreal Engine 3.

Duration: **7 Months from August 2005 to March 2006.**

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.

Stargate SG1 The Alliance: Freelance Character Artist.

Company: Perception PTY LTD, Sydney, Australia.

Publisher: JooWood.

Format: PC,Xbox, PS2.

Engine: Unreal Engine 2.5.

Duration: **5 Months from September 2004 to February 2005.**

Duties:

- Manage a team of 6 to produce a total of 72 characters in 16 weeks.
- Modelling & texturing of real-time quality characters.
- Modelling of high polygon models for normal maps.
- Oversee & touch-up LOD Creation of models & textures.
- Responsible for delivery procedures of all files.

http://en.wikipedia.org/wiki/Stargate_SG-1:_The_Alliance

Independent Game Titles

Kingdom Death - Adventures into the Abyss: Freelance Character Artist.

Company: Poots LLC.

Duration: **4 Months from April 2009 to present.**

Duties:

- Create High polygon Z-brush sculptures for tabletop miniature gaming.
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Winters Twilight: Freelance Character Artist.

Company: Pixel Bridge Studios, Bedfordshire, UK.

Duration: **7 Months from May 2006 to December 2006**

Duties:

- Produce 10 playable characters each with 8 texture sets.
 - Established a character pipeline that allowed each character to have identical UVW coordinates, to ensure that only one armour texture need to be created and would fit all races and sexes, regardless of shape or size.
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1944: Operation Overlord: Freelance Character Artist.

Company: Frantic Games, Ireland, UK.

Duration: **6 Months from January 2006 to June 2006.**

Duties:

- Produce playable character models to very strict specifications.
- Modelling & texturing of real-time quality characters.
- Modelling of high polygon source models for normal maps.
- Retouching existing assets to match desired quality level.

Champions of Atlantis: Freelance Prop Artist

Company: Epiphany Games, Sydney, Australia.

Duration: **9 months from December 2005 to August 2006.**

Duties:

- Modelling & texturing of real-time quality props.
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Terra Firma Havoc

Company: Lab74 Entertainment, Brisbane, Australia.

Duration: **5 months from August 2005 to January 2006.**

Duties:

- Design and create 1 player character model.
 - Texturing of a real-time quality character.
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Ascension: Freelance Character & Prop Artist.

Company: Flux Studios, Denmark.

Duration: **2 months from September to October 2005**

Duties:

- Design futuristic soldier.
- Modelling & texturing of real-time quality character.
- Modelling of high polygon model for normal maps.
- Modelling & texturing of real-time quality environments & props.

Turn the I-Life Equation: Freelance Character Artist.

Company: Bugal, Brisbane, Australia.

Duration: **1 month July 2005.**

Duties:

- Work remotely to design and create 1 player character model.
 - Modelling & texturing of a real-time quality character.
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Retribution: Freelance Character Artist.

Company: U-235 Studios, Melbourne, Australia.

Duration: **3 months from April 2005 to June 2005.**

Duties:

- Manage a team of 3 to design and create 6 'next generation' characters.
- Modelling & texturing of real-time quality characters.
- Modelling of high polygon models for normal maps.