Nicholai Kropat

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561.315.0164

Skills:
-Extensive knowledge of Autodesk 3dsMax
    -High and low poly modeling techniques including subdivision modeling
    -UV mapping and material generation
    -Normal map extraction and texture baking (next gen techniques)
    -Photo quality architectural visualization - Animation, Stills and 360 interactive VR
    -Mechanical object rigging and animation (vehicles, machines, robots)
    -Able to realistically light and render massive scenes
-Extensive knowledge of Adobe Photoshop
-Working knowledge of Hammer, Torque and UDK
-Production environment experience, and team leadership skills
    -Supervised small teams of artists in production of complex animations
    -Have worked remotely with teams of artists from many different countries
-Strong knowledge of compositing, multi-pass rendering, video editing and render troubleshooting
-Strong Architectural knowledge backed by 8 years of experience in the arch Viz industry
-Strong time management skills backed by years of freelance work and 3d experience

Software:
Autodesk 3dsMax – Expert
Autodesk Mudbox – Very good
Adobe Photoshop – Expert
UDK – Very good
Hammer – Good
Vray – Expert
Lightwave 3d - Good

Applicable Experience:
Virtual 3D INC - 2004 to 2010 - Lead 3d artist
-Completed over 120 high quality animation projects within deadline / budget
    -Tasks include modeling, unwrapping, texturing lighting rendering and compositing
    -Many jobs completed well below budget without sacrificing quality
-Created over 1000 prop assets including Furniture, modular structure systems, foliage, accessories and vehicles
-Developed the companies current file and scene structure
-Designed. built and maintained 40 computer render farm
-Developed client communication and markup system currently in use

Earthwave Studios - 2009 to 2010 - Environment artist for "Gates of Eternity" title
    -3rd person adventure title for PC and iPhone - PS2 spec
-Developed concept art for main characters home town
-Modeled buildings and props from concept art
-Unwrapped and textured all assets, plus additional models from other artists.

Education:
Art Institute of Fort Lauderdale – 2001 to 2004 – BFA Computer Animation
    -Highest Achievement Award
    -Graduated Cum Laude - 3.6 GPA

Interests:
Games and Game art – Photography – Technology – Architecture – Level Design – Nature