

# NICHOLAI KROPAT

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## Skills:

- 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
- Able to rig and realistically animate vehicles and complex mechanical objects
- Supervised diverse teams of artists in the production of complex animations
- Strong knowledge of lighting, rendering, compositing, multi-pass rendering, video editing, rigging, surfacing and render troubleshooting

## Software:

3D Studio MAX - Lightwave 3D - Mudbox - Vray - Mental Ray - After Effects - Photoshop - Onyx - Unreal - Hammer - Torque - Soundforge -

## Experience:

### Virtual 3D INC - 2004 to Present - Lead 3d artist / senior employee

- Completed over 100 high quality animation projects within deadline / budget
  - Tasks include modeling, unwrapping, texturing lighting rendering and compositing
  - Many jobs completed well below budgeted time
- Created over 1000 library asset models with texture maps
  - Furniture, modular structure systems, foliage, accessories, vehicles
- Developed the companies current file and scene structure
- Designed Built and maintain 40 computer render farm
- Developed client communication and markup system currently in use

### Earthwave Studios - 2009 to Present - 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.
- Currently working with artists from 6 countries

## Education:

Art Institute of Fort Lauderdale – 2001 to 2004 – BFA Computer Animation  
Highest Achievement Award  
3<sup>rd</sup> Place: Best Portfolio Review  
Graduated Cum Laude - 3.6 GPA

## Interests:

Game art - Science fiction - Architecture - SCUBA - Outdoors activities