

Nicolas Saad

3D Environment Modeler and Texture Artist

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SUMMARY:

Creative and dedicated 3D artist with a passion for environmental modeling and texturing. Strong work ethic and clear communicator with several years of world building experience.

TECHNICAL EXPERIENCE:

	Advanced		Proficient
Autodesk Maya	Adobe Photoshop	Crazy Bump	Vicon Blade
Unreal Engine	Adobe After Effects	Z-Brush	Motion Builder
Adobe Premiere	Mudbox	Xnormals	Nuke

RELATED SKILLS:

- Experienced with both hard surface modeling and organic sculpting.
- Can create both stylized and photorealistic textures in Photoshop.
- Uses different baking techniques like light, normal, and ambient occlusion in the texture process.
- Able to utilize texture space well using excellent UV packing techniques.
- Quick learning, resourceful, and innovative.
- Uses different techniques like high poly to low poly normal baking to create highly detailed and optimized models.

EXPERIENCE:

Final Game Production 1 Class Project: "Roman Villa Level"

Concept artist, environment modeling, texturing, lighting, and particle effects.

Architectural and Modeling Design Class Project: "Sunken City"

Concept artist, environment modeling, texturing, lighting, and particle effects.

User Interface and Design Class Project: "Free-Running Anarchy" Project Lead, Lead Level Designer, and a Programmer for a 2D Flash Actionscript platform game that was developed in only two weeks.

EMPLOYMENT:

Zoox Menlo Park, CA Jun 2016 – Aug 2016

3D Modeler/Independent Contractor

Worked in the Simulation department with other artists to build environments that were used to run simulations for data training purposes. Our job was to model and texture 3D assets that were missing or incomplete from LIDAR data that had mapped in real-world locations into the Unreal Engine. All assets were required to be modeled to match the real-world scale and included objects like buildings, trees, stairways, barricades, railings, and roadway signs and other infrastructure. Was also tasked with re-creating eleven different types of lane configurations that had to closely match US specifications.

EDUCATION:

Ex'pression College for Digital Arts, Emeryville, CA

Bachelor of Applied Science, Game Art & Design

Graduated Salutatorian

10/2013

References available upon request.