

## Nicholas Etheridge

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**Work Eligibility:** UK Passport holder

### Personal Statement

*Very passionate Games Artist with 3 years of experience in the games industry, working on AAA titles on the current range of consoles. Specialising in 3D environments, props, lighting and other assets, utilising current and next-generation technology. Completed a (BA) Computer Games Art degree and has most recently worked for Ubisoft Reflections on Driver: San Francisco.*

**Portfolio Web Site:** [www.nicholasetheridge.co.uk](http://www.nicholasetheridge.co.uk)

### Employment Experience

October 2009 -  
September 2011

#### **Ubisoft Reflections (Ubisoft's Newcastle branch)**

Currently working on Driver San Francisco, the AAA title for PS3, Xbox360, PC and Mac

#### **Responsibilities:**

- Modeling/texturing for a large open world driving game using real world references. This includes rough blocking out for composition, to finished buildings/terrain.
- In charge of props, both destructible and static, ramps and advertising billboards.
- Modeling, texturing and setting up physics for these props. Creating cut scene cameras for narrative billboards.
- Corresponded with several outsourcing studios, giving feedback and guidance to produce the best work possible to tight deadlines.
- Cleaned up outsourced work to make it game ready.
- Trained new employees in tools, processes and work flow.
- Managing scrum meetings and overseeing teams procedures, deadlines and establishing priorities as part of a "triage" team.
- Manage and creation of mission/story specific assets, including set up of cut scene cameras.

#### **Achievements**

- Able to plan and manage personal and team schedules, sticking to strict deadlines.
- Understanding the importance of outsourcing as well as the in-house team.
- Able to work well within a team and with other departments.

July 2007 -  
August 2008

#### **Blitz Games Studios and Volatile Games (Sandwich Year)**

Worked on several shipped titles for the Wii, PS2, PS3 and Xbox 360, including Tak 4 and Dead To Rights: Retribution

**Responsibilities:**

- Modeling/texturing of 3D environments and props from stylized concepts as well as real world references.
- Researched on architectural styles relevant to the game.
- Created lighting systems based on vertex light/colour baking.
- Created textures that utilize next-gen technology such as; normal maps, specular maps and glow maps.
- Helping other members of staff with new technologies in 3D modeling and texturing.
- Fixed and cleaned up outsourced work.

**Achievements:**

- Learnt Maya from scratch.
- Learnt how to texture and model for next-gen game engines as well as past-gen consoles.
- Worked to very strict deadlines.

**Tools and Software**

- 3D Studio Max (4 Years)
- Maya (2 Years)
- Photoshop (5 Years)
- Mudbox (1 Year)
- Crazybump (2 Years)
- Unreal 3 Editor (1 Year)
- Zbrush (6 Months)
- Valve Hammer Level Editor
- Microsoft Office (6+ Years)
- Adobe Flash (1 Year)
- Adobe Premiere (1 Year)
- Adobe Dreamweaver/HTML (1 Year)

**Education and Qualifications**

2005 - 2009  
University of Teesside                      **(BA) Computer Games Art** sandwich Degree including a year in industry (Received a 2.1)

1998 – 2005  
Royal Russell School                      **A level:** 3 A levels grades A-C including an A for Maths  
**GCSE:** 9 at A\*-C grade including A\* for Maths

Awards    VisAwards - Sponsored by Ubisoft  
Modelling Award      3<sup>rd</sup> Place

Personal    In my spare time I am a keen photographer and I enjoy playing computer games. I often visit interesting places of history, architecture and nature.

**References available on request**