

Nicholas Etheridge Games Artist

Personal Details

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Nationality: English

I am a Games artist with a year of experience in the games industry, working on AAA titles on current/next-gen consoles. I specialise in 3D environments, props and other assets, utilising current and next generation technology. I have just completed a (BA) Computer Games Art degree and I am now looking for work.

Employment Experience

January 2008 –
August 2008

Blitz Games Studios (Work Placement)

Worked on several shipped titles for the Wii, PS2, PS3 and Xbox 360, including Tak 4

Responsibilities:

- Created 3D environments and props to a stylized look.
- Created light setups and used vertex colours to bake in lighting.
- Helped other members of staff with new technologies in 3D modeling and texturing.
- Fixed and cleaned up outsourced work.
- Fixed bugs using a bug database during QA period.

Achievements:

- Credited for shipped titles.
- Learnt how to model efficiently with a very low polygon budget.
- Learnt how to push textures to the limit with current and old-gen technologies.

July 2007 –
January 2008

Volatile Games (Part of Blitz Games)

Worked on the Pre-development stage of Dead to Rights: Retribution

Responsibilities:

- Researched on architectural styles and props.

- Created 3D props (with textures) including weapons, vehicles, lights etc.
- Created 3D environments (with textures) using specified architectural styles.
- Created textures that utilize next-gen technology such as; normal maps, specular maps and glow maps.

Achievements:

- Learnt Maya from scratch.
- Learnt how to texture for next-gen game engines.
- Was able to work as part of a team.
- Worked to very strict deadlines.

Tools and Software

- Maya (2 Years)
- 3d Studio Max (3 Years)
- Photoshop (3 Years)
- Mudbox (1 Year)
- Crazybump (2 Years)
- Unreal 3 Editor (1 Year)
- Valve Hammer Level Editor
- Microsoft Office
- Adobe Flash
- Adobe Premiere

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 3rd Place

Personal In my spare time I am a keen photographer. I enjoy playing computer games and I often visit sites of natural and architectural beauty.

References available on request

Portfolio Web Site: www.nicholasetheridge.co.uk