

## **Jon Troy Nickel** **Character Artist**

**E-mail:** [jontroynickel@gmail.com](mailto:jontroynickel@gmail.com)

**Folio:** <http://www.hazardousarts.com>

**WIP Gallery:** <http://hyperdivine.deviantart.com/gallery/>

**Linked-In:** <http://www.linkedin.com/in/jontroynickel>

### **Education**

Diploma of Information Technology, 2003

August 2002 – July 2003

Qantm College

Level 10, 138 Albert Street

Brisbane, Queensland 4000, Australia

### **Work History**

#### **Freelance Character Artist**

##### **Kalescent Studios (Self-employed)**

232 Upper Widgee Rd

Widgee 4570, Queensland, Australia

**October 2011 – present.**

Supervisor: Self

Clients: Poots

Projects: Kingdom Death.

Duties:

- Create High polygon Z-brush sculptures for 3d printing & tabletop miniature gaming.

#### **Lead Character Artist**

##### **Trion Worlds**

303 Twin Dolphin Drive, Redwood Shores

94065, California, United States of America.

**January 2011 – October 2011**

Supervisor: Darren Pattenden

Projects: Rift.

Duties:

- Modelling & texturing of real-time quality characters
- Modelling of high definition models for normal & ambient occlusion maps
- All round polish of many facets of the character creation process for Rift
- Streamlining of Shader & Character Creation Pipeline

## **Senior Character Artist**

### **Trion Worlds**

303 Twin Dolphin Drive, Redwood Shores  
94065, California, United States of America.

**April 2010 – December 2010**

Supervisor: Darren Pattenden

Projects: Rift.

Duties:

- Modelling & texturing of real-time quality characters
- Modelling of high definition models for normal & ambient occlusion maps
- All round polish of many facets of the character creation process for Rift: Planes of Telara
  - Created Ethian Female, High Elf Female and Kelari Male & Female Heads for player characters.
  - Facial morph targets.
  - Vertex color shader based morph controls.
  - Hair Styles modeling and texturing.
  - Female Makeup & Tatoos.
  - Male Tatoos and Decals.
  - Skin tinting
  - Polishing of many armor sets

## **Freelance Character Artist**

### **Kalescent Studios (Self-employed)**

7/145 Windermere Road  
Hamilton 4007, Queensland, Australia

**April 2009 – April 2010**

Supervisor: Self

Clients: Artificial Mind & Movement (A2M), Poots

Projects: Wet 2, Kingdom Death.

Duties:

- Modelling & texturing of real-time quality characters
- Modelling of high definition models for normal & ambient occlusion maps
- Delivery procedures for files
- Create High polygon Z-brush sculptures for tabletop miniature gaming
- Produce playable character models to very strict specification

## **Lead 3D Character Artist**

### **Fuzzyeyes Studio**

Unit 3/53 Brandl St, Eight Mile Planes  
Brisbane, Queensland, Australia

**July 2006 – April 2009**

Supervisor: Justin Kuo – Art Division Director

Project: Edge Of Twilight

Duties:

- Establishing the pipeline for over 130 unique character models
- Modelling & texturing of real-time quality characters
- Modelling of high polygon models for normal & ambient occlusion maps
- Managing artist schedules & milestones
- Implementation of characters into the game
- Shader Library Creation for Materials to be used on characters

**Freelance Character Artist****Kalescent Studios (Self-employed)**

7/145 Windermere Road

Hamilton 4007, Queensland, Australia

**August 2004 – July 2006**

Supervisor: Self

Clients: Perception PTY LTD, Frantic Games, Epiphany Games, Vision Studios LLC, U-235 Studios, Flux Studios, Bugal PTY LTD and Pixel Bridge LTD.

Projects: Section 8, Stargate SG1: The Alliance, 1944 Operation Overlord, Retribution, Ascension, Champions of Atlantis, Winters Twilight & Turn: The I-life Equation.

Duties:

- Modelling & texturing of real-time quality characters
- Modelling & texturing of real-time quality environments & props
- Retouching existing assets to match desired quality level
- Modelling of high polygon models for normal & ambient occlusion maps
- Oversee & touch-up LOD Creation of models & textures
- Delivery procedures for files
- Create High polygon Z-brush sculptures for tabletop miniature gaming
- Establish character pipeline to allow each character to have identical UVW coordinates
- Produce playable character models to very strict specification

**Graphic Designer****Harriman Signs**

Tom Pearce Drive

Auckland International Airport

Manukau City

Auckland 2022, New Zealand

**March 1997 – August 2001**

Clients: Air New Zealand, Mitre 10, Aromas Café, Circle Freight, Auckland International Airport.

Supervisor: Liam Merrick

Duties:

- 2d Logo Creation & Design in CAD based software.
- Sign Design & layouts in CAD based software.
- Vinyl cutting and plotter operation.
- Printing and vinyl application.

**Game Titles worked on:**

RIFT

Section 8

Wet 2(Cancelled)

Stargate SG1: The Alliance (Cancelled)

Edge of Twilight (Cancelled)