

Nikolas Bigger

3D Artist

Herndon, PA

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Portfolio: <https://nikbigger.artstation.com/>

Objective

I am a game development student looking for an internship as a 3D prop/environment artist, in order to collaborate with other artists in creating high quality 3D assets from concept to fully realized and immersive game worlds.

Education

Michigan State University

Bachelor of Arts - Media and Information

Completing Spring 2020

Minor - Games and Interactive Media Design

Ranked 3rd in the nation by 80 LEVEL and 7th by The Princeton Review

Skills

- Adept in low and high poly modeling, hard surface modeling, 3D sculpting, texture map baking, as well as, UV layout and model retopology.
- Proficient in the entire photogrammetry workflow including, photographing, scanning, and clean up.
- Skilled in procedural PBR texturing in Substance Painter/Designer and shader development.
- Knowledgeable in Adobe Photoshop, Illustrator, and After Effects.
- Experienced in Unity 3D and Unreal Engine 4, as well as, real-time rendering in Marmoset Toolbag 3.
- Experience with programming in C#.

Other

- Spartasoft Member - MSU game dev club 2017 to Present
A 100+ member club committed to educating students on the 3 major disciplines of Game Dev, (Design, Art, Programming) and creating games within the club itself.
- Blacksmithing
This gives me a strong knowledge of how different types of materials are processed
- Mechanics
Through helping my grandfather rebuild cars, I have a deep understanding of how mechanical objects are constructed.

Software

