**AWARDS**

**Best In Show**

Seattle VR Hackathon

**EDUCATION**

**3D Modeling**

FuturePoly 2013 - 2015

**AA, Digital Gaming**

Bellevue College 2007 - 2009

**Graphic Communications**

Truckee Meadows Community College 2003 - 2005

**SOFTWARE**

Photoshop

Maya/3ds Max

3D-Coat/ZBrush

Marvelous Designer

Substance Painter/Designer

Crazybump/MindTex

Quixel Mixer

World Machine/Speed Tree

Unity/Unreal Engine

CryEngine/Lumberyard

**CONTACT**

[www.nickulring.com](http://www.nickulring.com/)

nickulring@msn.com

(425)753-2349

230 SW Clark St #C102

Issaquah, WA, 98027

**EXPERIENCE**

**Environment Artist VR/XR**

*HyperspaceXR, February 2018 - Present*

* 3D modeled and textured objects with real life scale for our location based experiences Wonderfall and Expedition Titan.
* Placed 3D props in Unity with same location and scale of physical environment.
* Maintained high frame rate for VR by baking/optimizing lighting and creating models with the least amount of polygons while retaining detail.

**3D Artist**

*Freelance, January 2015 - January 2018*

* Continually updated my working knowledge of real world 3D modeling techniques such as SpeedTree and Substance Painter.
* Several of my designs used a curvature map to enrich my 3D models in terms of adding rust and battle damage.
* Utilized different programs such as SketchUp and Blender to bring an accurate sense of scale to my models**.**

**Assistant Environment Artist**

*FuturePoly, June 2013 – October 2014*

* Trained with the latest tools and workflows by industry professionals from ArenaNet, SuckerPunch, Bungie, and Motiga.
* Learned how to combine different programs such as 3ds Max, ZBrush, and Photoshop to get the desired 3D model.
* Used CryEngine to place finalized 3D models within a scene.

**Game Designer**

*Self-employed, June 2011-September 2012*

* Created and self-published two mobile games called “Above Clouds” and “Asteroid Threat” to the iTunes App Store. Both games received some positive reviews by consumers.
* Above Clouds is a first-person platformer where the player jumps from object to object to catch a magical crystal. The main software utilized for this game was Unreal Development Kit.
* In the game Asteroid Threat, players had to fly a space ship around enemies and shoot in-coming objects in order to receive the highest score possible. Game was mainly designed in GameSalad. Images in game were created by a colleague.

**PROFILE**

A 3D Artist with a focus on prop building. Passionate about level design and scene building. Practiced in 3D Modeling for 12 years. Excellent people skills with a value in teamwork. Excited to work in a creative and passionate team.

Nicholas Ulring

**3D Environment Artist**