# Nicholas Ulring

## 3D Environment Artist

## CONTACT

www.nickulring.com

nickulring@msn.com

(425)753-2349

230 SW Clark St #C102
Issaquah, WA, 98027

## SOFTWARE

Photoshop

Maya/3ds Max

3D-Coat/ZBrush

SketchUp

Substance Painter/Designer

Crazybump/MindTex

SpeedTree

Unity/Unreal Engine

CryEngine/Lumberyard

## EDUCATION

**3D Modeling**
FuturePoly 2013 - 2015

**AA, Digital Gaming**
Bellevue College 2007 - 2009

**Graphic Communications**
Truckee Meadows Community
College 2003 - 2005

## AWARDS

**Best In Show**

Seattle VR Hackathon

## PROFILE

A 3D Artist with a focus on prop building. Passionate about level design and scene building. Practiced in 3D Modeling for 10 years. Excellent people skills with a value in teamwork. Excited to work in a creative and passionate team.

## EXPERIENCE

### VR Artist
*Seattle VR Hackathon / AEC , 2017*
- Formed a creative team of five that produced a full VR game experience called "GearRunner" in under 36 hours.
- Upheld a firm time table and open communication lines with team mates to ensure everyone could complete their assigned tasks.
- Designed a universal texture of color swatches to color objects that could be used in every aspect of the game so we could work quickly and use the least amount of memory.

### 3D Artist
*Freelance, January 2015-Present*
- 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.