

NIC FREEMAN

3D Artist

Location: SEATTLE, WA

Email: nfreeman@gmail.com

Website: nfreeman.me

Skills:

3D: Modeling | Sculpting | Retopology | Handpainted/PBR textures | Rigging | Animation

2D: Character design | Visdev | Concept art

Software: Zbrush | Maya | 3D Coat | Topogun | Photoshop | Krita

Contract Artist | Side Group Games

2018 August - 2019 March

- Art directed successfully kickstarted VN project: [Throw Me In The River](#)
- Created character portraits, backgrounds and UI.

2020 March - present

- Currently working on final assets for the second half of the project.

Pre-production Artist | Beyond Bezels | 2017 February - 2018 April

- 3D Character modeling based off 2D concepts, rigging, animation
- Faux-gameplay trailer + storyboarding & pre-production for canceled project [GraveRobber](#)

Intern | Strange Loop, Seattle, WA | 2015 May - 2015 July

- Promotional & concept art for [first playable](#).
- Modeled and textured 3D assets, created particle systems
- UI mock-ups and layouts for various in-game features

Intern | Cortes Studio, Brooklyn, NY | May 2014 - July 2014

- Extensive work at all points in digital-to-physical toy production pipelines for clients like Hasbro, Frank Benson & others.
- Modeled & sculpted meshes for previsualization & 3D printing using: Maya, Zbrush, & Photoshop
- 3D print post-inspection & preparation for painting

Client Work:

- Scan data preparation for 3D printing
- Prepared a 3D scanned data for 3D printing of a [life size sculpture](#)

Education:

Digipen Institute of Technology, Redmond WA, 2015 | Bachelor of Fine Arts in Digital Art and Animation, Minor in English

Carnegie Mellon Pre-College Program, Pittsburgh, PA, 2010 | Certificate in Fine Arts, classes taken: Animation, Digital Photography, Head Studies, Figure Studies