



NILES DOUBLEDAY

www.Nilesd.com

400Q Shearwater Dr. Durham, NC

401-487-2697

NilesD1@hotmail.com

Objective

To acquire a creative position at a company where I hope to grow as an artist and provide them with many quality game assets.

Experience

07.06 - 03.08 Junior Artist at **Tilted Mill Entertainment**

Sim City Societies

- Designed and created 20 buildings, and several variants, from spec sheets
- **Produced 68** (of the games 69) vehicles each with 3 color variants
- Designed and created many of the iconic road intersections and props

Sim City Societies: Destinations

- Designed and created 20 buildings from spec sheets
- Designed and created animated props for many of those 20 buildings

05.06-07.06 - Intern at **Brainiac studios**

- Responsible for modeling and texturing game assets

Education

09.02 - 06.06 Savannah College of Art and Design

- Earned my BFA from the computer animation department

Related Skills

- Low and High poly modeling in 3DS Max and Maya
- Usage of efficient edge looping and polygon modeling practices
- Creating and Painting texture maps in Photoshop and Painter
- **Normal Map generation** using a variety of methods, such as Zbrush, Mudbox
- Efficient UV map layout techniques
- Experienced in using the Emotion Effects and Granny game pipelines
- Animation in Max and Maya
- **Exceptional time management** and organizational skills
- Enjoy working with others
- Experience lighting scenes
- Storyboarded a couple short film ideas
- Effective at Unreal Engine 3 environment creation

Other Activities

- Drawing
- Painting
- Playing games, digital or not
- Mountain Biking