

# Nicholas Covington – Technical Artist

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## Summary

- 7+ years of multidisciplinary experience as a Technical Artist.
- Previous roles in team leadership and project management.
- Extensive, expert-level knowledge with Unity3D/C#/UnityScript
- Tool and content pipeline development, and background in character rigging and skinning
- Experience with shader development, deep understanding of lighting, rendering and 3D math skills.
- Constantly learning, able to pick up new skills and technology quickly.

## Technical Knowledge

Unity3D, Maya, 3dsMax, UDK/Unreal4, Python, MaxScript, C#, Rigging/Skinning, Mudbox, After Effects, Perforce, SVN, Git, ShaderLab/HLSL/CG, Javascript, Html/CSS, Flash/ActionScript 3.

## Work Experience

### N-Fusion Interactive, Manalapan, NJ – 2014 - 2016 – Technical Artist

1979 Revolution – PC, IOS, OSX, 2015 - 2016

- Led team of programmers and designers on gameplay and cinematic development of game.
- Built shaders and authored code for gameplay and related VFX.
- Implemented multi-character mocap and dialog, and signed off on other designers' work.

Ember – PC, IOS, 2014 - 2016

- Scripted cinematic sequences and quests using proprietary editor.
- Built VFX for environment decoration and mood-setting.
- Created particle effects for spells, weapons, monsters, and abilities.

Space Noir (unreleased) – PC, IOS, 2014 – 2015;

- Modeled, textured, and implemented gun models, animations, and weapon VFX.
- Created VFX for explosions, enemy ships, and other gameplay events.

### Funtactix Inc, Marina Del Rey, CA – 2011 - 2014– Technical Artist/Director

The Hunger Games: Adventures – iOS, Android, Facebook, 2012 - 2014

- Greatly improved and expanded existing MaxScript/C# tool base of art and design tools.
- Directed visual and technical execution of art assets built by outsourced artists.
- Built Flash and Photoshop export pipeline to handle simultaneous multi-platform development.

Mission Impossible – The World. 2011 - Facebook

- Managed character and animation export pipeline.
- Implemented data-driven tool pipeline for handling thousands of character assets.

### Budcat Creations, Iowa City, IA, – 2007 - 2011 – Technical Artist

Top Shot: Arcade. 2009 – '10 - Wii

- Developed automated Quadrupedal and Bipedal rigging pipeline using MaxScript.
- Wrote level design tools in 3dsMax using Maxscript and C#.

Guitar Hero Franchise. 2007 – '09 PS2/Wii (5 titles)

- Implemented and maintained 3D environment asset pipeline and SKU conversion tools.
- Mentored artists on optimizing and debugging 3D environments and assets

## Education and Awards

- **Bachelor of Science, Game Art and Design**, Art Institute of California, San Diego - 2007 grad
- Co-Author, **United States Patent #905624** - System and method for efficient character animation.
- Webby Awards for Best Social Game, and People's Voice Award. **Hunger Games Adventures**
- Selected, Sundance Festival New Frontier Story Lab, **1979 Revolution**