

# NICHOLAS COMPTON

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## SUMMARY OF QUALIFICATIONS

<i>4 years serious games and IMI experience</i> <i>2 years commercial game industry experience</i> <i>Software: Maya, Quixel Suite, Adobe Photoshop</i> <i>Extensive Unity experience</i> <i>Light UE3 and UE4 experience</i> <i>Photography and Phogrammetry experience</i>	<i>7 years military experience</i> <i>Current security clearance (Secret)</i> <i>SVN and light Git experience</i> <i>Working knowledge of Redmine and Jira</i> <i>Knowledgeable in Technical designs and drawings</i> <i>Founded / Co-runs local game development group</i>
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## WORK EXPERIENCE

**Graphic Artist / 3D Modeler** Verity Integrated Systems Huntsville, AL 2017 – Present

- *Created graphics for branding and trade show purposes. I also created conceptual missile designs from technical drawings to be rendered out for presentations.*

**3D Artist** Camber Corporation Huntsville, AL 2013 – 2017

- *Primarily hired on as a prop modeler, I created hard surface assets to specifications laid out in field manuals and technical drawings. Grew into a leadership role as the lead 3d artist on a specific government contract where I maintained the art side of the project's repository using SVN, created tickets for tasking using Redmine, and met regularly with project leadership. Finally, I assisted in integrating new ideas to the multiplatform educational applications Camber created including current generation gaming concepts such as photogrammetry which cut down on production time.*

**3D Artist** Fenrir Studios Huntsville, AL 2016 – 2016

- *Created hard surface assets for a soon to be released title while adhering to a PBR pipeline for use in Unreal Engine 4. Orchestrated remote work by using Trello and Google spreadsheets for organization along with giving weekly updates at web meetings.*

**Art Lead** Rocket City Studios Huntsville, AL 2011 – 2013

- *Generated assets to specifications laid out by the concept artist, designers and world builders. Economized the texture artist's workload by kit bashing textures into atlases and reusing when applicable. Transitioned into lighting and level maintenance. Progressed as the art lead and maintained the art teams tasking through Jira. Maintained the channel of communication to management both in house and remote. Lastly, I worked with the other disciplines to achieve a well-received, published game with a meta critic score of 84.*

**Soldier** United States Army National Guard Columbus, OH 2004 – 2011

- *Member of the 122<sup>nd</sup> OHARNG band where I performed at events ranging from military, state and local levels. I also assisted with Physical Training administration work, taught classes, and maintained the percussion equipment used.*

## EDUCATION

08/2006-05/2011 Shawnee State University Portsmouth, OH

- *2006-2010 BFA in Game Design and Development*
- *2009-2011 AAS in Computer Aided Draft and Design*

## PUBLIC SPEAKING EXPERIENCE

**After Hours: Game Developers** Ongoing speaking engagement Huntsville, AL 2016 – Present

**Geek 2 Geek** Spoke on the topic of photogrammetry Huntsville, AL 2017

**Shawnee State Symposium** Spoke on the topic of augmented reality Portsmouth, OH 2011