

Nate Abell

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Portfolio: www.nateabell.com

Art Relevant Work Experience

2012-Present *Freelance*

Pitch Illustrator Rune: Ragnarok Human Head Studios AD James Sumwalt

Concept Artist Wasteland 3 - InXile Entertainment AD Charlie Bloomer

Concept Artist Just Cause 4 - Conceptopolis AD Aaron Hubrich

Concept Artist/Illustrator Torment: Tides of Numenera - inXile Entertainment AD Charlie Bloomer

Concept Artist Descent: Underground - Redfly Studios and Descendent Studios

Illustrator Hex - Hex Entertainment AD David Pursley

Illustrator Solforge - Stoneblade Entertainment

Concept Artist/Illustrator Space Pirates and Zombies 2 - Min-Max Games

Illustrator Shadowrun TTRPG - Catalyst Games

Illustrator Might and Magic: Duel of Champions - Ubisoft Quebec

2D Artist (On-site contract) Chaos Moon Studios – Concept and Illustration AD Chuck Wadey

2019-Present *Co-owner GIST*

Founded a visual development and concept art outsource studio.

2018-2019 *Concept Artist - Funcom*

Spent 8 months working on an unannounced multiplayer space shooter. Primary responsibilities were weapons, environments, high profile set pieces, and moods.

2017-2019 *Co-owner StoryForge LLC - <https://d.rip/storyforge>*

Developed a business to crowdfund monthly content for tabletop RPGs on Drip. Worked with other co-owners to insure delivery of art, writing, design and final content. Managed business.

2016-2017 *Art Director – The Climate Mobilization*

Manage volunteer artists and supercharge marketing materials including newsletters, websites, videos, and research papers. Streamlined brand as the company evolved.

2009-2012 *Production Assistant – Conceptart.org/The Art Department – Austin TX*

Supported online marketing, production, video editing, set up and breakdown of events, market research, and errand running.

2009 *Contract Artist (In-house)– Challenge Games – Austin TX*

Supported the art and marketing departments with game assets, web design, newsletter design and mass emailing. Creation of in-game 2D items and creatures.

2009 *Production Intern – Heatwave Interactive – Austin TX*

Supported Director of Development, Dave Prout, with meeting records, marketing research, art assets, and general office duties. Worked with art team to develop art skills, and concept process.

Education

2018 *Concept Art For Film with Jama Jurabaev*

6 week mentorship from mdp-courses.com

2010-2012 *Full Ride Scholarship to The Art Department*

2005-2008 *BA – Digital Arts, Illustration – University of Wisconsin Parkside – Kenosha WI*

Resident Adviser for my junior year, my first consequential leadership role.

President and founder of the Game Developers Union, the first game development club on campus.

2001-2005 *HS Diploma – Cedar Grove-Belgium High School – Cedar Grove WI*

Proficiencies

Adobe Photoshop, Blender, Octane, Medium, Gravity Sketch