

Nikola Odic – 2D Game Artist

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Summary

2D game artist and art director with 10 years of industry experience in indie, casual, social, and mobile games, and 6 years of experience working directly in Unity developing, implementing, and optimizing game visuals. Proficient in creating polished and high quality 2D game art with a focus on Unity game development, art implementation pipelines and technology, UI implementation and animation in Unity, and 2D visual effects in Unity.

Work Experience

PopReach, Toronto, ON January 2019 – Present
Art Director

Art direction, visual development, technical art and production art for casual mobile titles including Kitchen Scramble 2 and Sea Stars: World Rescue

Odic Art, Toronto, ON June 2010 – Present
Freelance Game Artist

Art Direction, visual development, technical art, animation and production art for a number of indie game titles and studios.

Client List: A Mighty Yell, Benjamin Rivers Inc, Finish Line Games, Household Games, Phantom Compass, Volta

PopReach, Toronto, ON June 2018 – December 2018
Senior 2D Artist

Visual development, UI/UX, technical art, animation, and production art for mobile titles including #Goals, Zombie Beach Party, Dumb Ways to Die, and ClickPark

Highmark Interactive, Toronto, ON March 2017 – June 2018
Senior 2D Artist

Working on developing mobile apps and games with a focus on concussion diagnosis and therapy, developing visual style and UI/UX to drive engagement and user feedback

XMG Studio, Toronto, ON October 2013 – March 2017
Senior 2D Artist

Creating and implementing game assets, UI, animation and technical art for various mobile titles including Fashion Star, GastroBots, Project Giants, and Dragonwood Academy: A Game of Stones

Ganz Studio, Vaughan, ON April 2012 – October 2013
Senior 2D Artist

Designed, created and implemented UI assets, game assets and illustrations for Nakamas, a browser game for children.

Vast Studios, Toronto, ON September 2010 – February 2012
2D Artist

Created a variety of game assets including characters, backgrounds and UI work for publishers including NatGeo Games and BigFish Games.

Reverie World Studios, Mississauga, ON

June 2010 - September 2010

2D Artist

Created a variety of game assets including concept art, UI art, and texture work.

Skills

- Proficient in Photoshop, Illustrator, Spine and Unity
- Proficient in Unity implementation and optimization of 2D art assets, UI canvases and layouts, animation and visual effects. Familiar with many 1st and 3rd party Unity toolsets including Tilemaps, Sprite Shape, Text Mesh Pro, and Spine-Unity.
- Proficient in developing 2D art pipelines in Unity for achieving high quality and optimized visuals
- Proficient in creating concept art, illustration, 2D assets and UI
- Experienced in working in a variety of art styles and techniques
- Experienced with Git and PlasticSCM version control workflows
- Experienced with task and team management tools including the Atlassian ecosystem (Jira, Confluence, and BitBucket) and Trello
- Comfortable with C#, Javascript, Extendscript, and Amplify Shader Editor
- Familiar with creating simple art tools and scripts in Photoshop and Unity

Education

Sheridan College, Oakville ON

2006 - 2010

Bachelor of Applied Arts: Technical/Scientific Illustration Program