

Nicholas Ulring

3D Environment Artist

CONTACT

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SOFTWARE

Photoshop

Maya/3ds Max

3D-Coat/ZBrush

Marvelous Designer

Substance Painter/Designer

Crazybump/MindTex

Quixel Mixer

World Machine/SpeedTree

Unity/Unreal Engine

CryEngine/Lumberyard

EDUCATION

3D Modeling

FuturePoly 2013 - 2015

AA, Digital Gaming

Bellevue College 2007 - 2009

Graphic Communications

Truckee Meadows Community College
2003 - 2005

AWARDS

Best In Show

Seattle VR Hackathon

PROFILE

A 3D Artist with a focus on prop building. Passionate about level design and scene building. Practiced in 3D Modeling for 12 years. Excellent people skills with a value in teamwork. Excited to work in a creative and passionate team.

EXPERIENCE

Environment Artist VR

HyperspaceXR, February 2018 - Present

- 3D modeled and textured objects with real life scale for our location based experiences Wonderfall and Expedition Titan.
- Placed 3D props in Unity with same location and scale of physical environment.
- Maintained high frame rate for VR by baking/optimizing lighting and creating models with the least amount of polygons while retaining detail.

3D Artist

Freelance, January 2015 - January 2018

- Continually updated my working knowledge of real world 3D modeling techniques such as SpeedTree and Substance Painter.
- Several of my designs used a curvature map to enrich my 3D models in terms of adding rust and battle damage.
- Utilized different programs such as SketchUp and Blender to bring an accurate sense of scale to my models.

Assistant Environment Artist

FuturePoly, June 2013 - October 2014

- Trained with the latest tools and workflows by industry professionals from ArenaNet, SuckerPunch, Bungie, Valve, and Motiga.
- Learned how to combine different programs such as 3ds Max, ZBrush, and Photoshop to get the desired 3D model.
- Used CryEngine to place finalized 3D models within a scene.

Game Designer

Self-employed, June 2011-September 2012

- Created and self-published two mobile games called "Above Clouds" and "Asteroid Threat" to the iTunes App Store. Both games received some positive reviews by consumers.
- Above Clouds is a first-person platformer where the player jumps from object to object to catch a magical crystal. The main software utilized for this game was Unreal Development Kit.
- In the game Asteroid Threat, players had to fly a space ship around enemies and shoot in-coming objects in order to receive the highest score possible. Game was mainly designed in GameSalad. Images in game were created by a colleague.