

NIALL COURSEY | Character Artist

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OVERVIEW

Excited and self-motivated 3D artist with an affinity for characters and a deep background in many traditional and digital disciplines, especially digital sculpting, anatomy, and design, along with a strong command of form, silhouette, texture, and topology.



EXPERIENCE

3D Artist (Contract) *Strypes*

February 2017-Present

- MODELED HIGHLY ACCURATE VERSIONS OF DESIGNER PRODUCTS TO EXACT REAL-WORLD SPECIFICATIONS.
- TEXTURED A VARIETY OF MATERIALS AND PATTERN SWAPS FOR IMPLEMENTATION IN A PBR ENGINE.
- CLEANED UP GEOMETRY, UVS, AND TEXTURES ON OUTSOURCED MODELS.
- RETOPOLOGIZED HIGH RESOLUTION PRODUCTION MODELS FROM HIGH VALUE CLIENTS LIKE COACH.
- COMPLETED ASSIGNMENTS UNDER STRICT DEADLINES IN AN ITERATIVE AND HIGHLY COMMUNICATIVE WORKFLOW.

Character Artist *'Neon Wasteland' (Student Game)*

May 2015-April 2016

- MODELED 4 CHARACTER PROXIES IN MAYA ALLOWING FOR EARLY ANIMATION TESTING AND IMPLEMENTATION WITH UNREAL TO BETTER VISUALIZE POTENTIAL FINAL RESULTS.
- SCULPTED ALL FULL CHARACTER MODELS IN ZBRUSH ALLOWING MORE FREEDOM TO SHIFT DESIGN NEEDS AND CREATE HIGH DETAIL POLISH.
- RETOPOLOGIZED CHARACTER MODELS IN TOPOGUN 2 TO ALLOW BETTER CONTROL OF EDGE FLOW RESULTING IN EASY SKINNING AND BETTER DEFORMATION.
- BAKED NORMAL, OCCLUSION, AND CAVITY MAPS IN xNORMAL FOR HIGH FIDELITY DETAIL INFORMATION AND EASE IN PAINTING DIFFUSE TEXTURES.
- PAINTED NUMEROUS CHARACTER AND WORLD CONCEPTS IN PHOTOSHOP TO AID IN GUIDING THE TEAM TOWARDS A UNIFIED ARTISTIC VISION.

Concept Artist/3D Generalist *'Plume' (3D Student Game)*

2013-2014

- PAINTED DOZENS OF ENEMY CONCEPTS IN PHOTOSHOP AND WITH BRUSH AND INK TO GIVE A WIDE VARIETY OF EMOTIONS TO THE VARIOUS PLANNED MINIONS.
- PAINTED MULTIPLE CHARACTER MASK IDEAS IN PHOTOSHOP TO GIVE A WIDER VARIETY OF CUSTOMIZATION IDEAS IN CONJUNCTION WITH THE OTHER ARTISTS.
- MODELED VARIOUS ENVIRONMENT ASSETS IN MAYA RESULTING IN A LUSH, POPULATED, AND VISUALLY APPEALING WORLD FOR PLAYERS TO FIGHT IN.
- MODELED AND TEXTURED 3-4 FINAL IN-GAME CHARACTER MASKS IN MAYA AND PHOTOSHOP ALLOWING FOR A WIDER SELECTION FOR PLAYERS TO CHOOSE FROM IN CHARACTER CUSTOMIZATION.

OTHER

Figure Drawing Session Monitor 2012-2016
DigiPen Institute of Technology

Teaching Assistant, Figure Drawing 2013-2015
DigiPen Institute of Technology

EDUCATION

Bachelor of Fine Arts in Digital Art and Animation
DigiPen Institute of Technology, 2016
Concentration in Sculpting, Modeling,
Texturing, and Character Design