

# GRANT ALAN NIESNER

3D MODELING • CONCEPT DESIGN • ANIMATION • ART DIRECTION  
<http://www.gniesner.com>

*Always striving to create engaging and inspiring imagery and experiences through various traditional and cutting edge techniques and processes.*

## WORK HISTORY

### **2014 – 2017 Cypress Inheritance LLC**

Art Direction, Project Lead and Senior 3D Artist for multiple titles and properties including HTML5 and PC Games, VR PC Games using Unreal Engine 4 as well as a table-top Board Game

### **2009 – 2013, 2017 Digimation**

Technical/Creative Director, Project Lead and Senior 3D Artist for various clients including; Lockheed Martin, Northrop, Glock, Rockwell Collins and n-Grain

### **2006 – 2008 n-Space**

Art Director for MARVEL ULTIMATE ALLIANCE 2: FUSION (Wii) and two original IPs, “WINTER” and “SPHEAR” (Wii – unreleased)

### **2004 – 2005 Electronic Arts -Tiburon**

Art Director for NCAA Football '06, Art Direction for NCAA Football '07 and Pre-Vis Lead and Senior Lighter for Superman Returns

### **2003 – Present Freelance**

Concept Design, 3D Modeling, Pre-visualization, Animation, Illustration and Traditional Sculpture for various clients and media

### **2002 – 2004 Tippett Studio**

Art Director and Concept Designer for Matrix Revolutions (motion picture), 3D Modeler and Texture Painter for Son of the Mask and Hellboy (motion pictures)

### **2001 – 2002 ESC / EON Entertainment**

VFX Art Director, 3D Creature Designer and Modeler for Matrix Reloaded (motion picture) and The Final Flight of the Osiris (video)

### **1996 – 2001 Mass-Illusions / Manex VFX**

Art Direction, Concept Design, Lead CG Artist for motion picture (Starship Troopers, What Dreams May Come, The Matrix, and others), various inhouse print ads, web and corporate identity

### **1995 - 1996 Sonalysts Studios**

CG Designer, Animator, Painter and Flint Artist for various media Clients included: Time/Life Medical, Sun Intl, NOVA, CT Tel., Speed Vision, etc.

## **TECHNICAL SKILLS**

### **Maya, 3ds Max, MODO, Rhino**

Modeling, Environment Creation, Animation, UV mapping, Texturing and Rendering for High Definition Video, Marketing Stills and Real Time Interactive Game Engines

### **Unreal Engine 4, CryENGINE Sandbox, Unity 3D**

Environment/Scene creation and editing, Virtual training, Interactive Marketing and 3D Product Visualization

### **Photoshop**

Concept Design, Photo-Retouching, Illustration and Texture Painting

### **ZBrush, Mudbox, 3D-Coat**

High Definition Modeling and Surface Sculpting

### **After Effects**

Animation Compositing and Video Production

**Additional experience with; Softimage, Mari, Mental Ray, V-Ray and Solid Works,**

## **FILM WORK HISTORY**

### **2003 Son of The Mask - Tippett Studio**

Senior 3D Character and Prop Modeler for Live Action Integration

### **2003 Hellboy - Tippett Studio**

Virtual set modeling and Texture Painting for Live Action Integration

### **2002 - 2003 Matrix Revolutions - Tippett Studio**

Art Director, Concept Designer, 3D Modeling and Texture Painting

### **2001 - 2002 Matrix Reloaded/Revolutions ESC and EON Entertainment**

Creature/Machine Concept Designer, 3D Modeler and Pre-Vis Artist

### **2000 - 2001 Matrix Reloaded/Revolutions - Manex Visual Effects**

Visual Effects Art Director and Concept Modeler

### **1999 - 2000 Bless The Child - Manex Visual Effects**

Digital Art Director, Concept Designer and Modeler

### **1999 Muppets from Space - Manex Visual Effects**

VFX consultant; asteroid belt sequence

### **1998 - 1999 The Matrix - Manex Visual Effects**

Conceptual Designer and Modeler, Pre-visualization Animator, Shot Designer and Sequence Supervisor

**1997 What Dreams May Come - Mass-Illusions**

Pre-visualization Animator and Concept Modeler

**1996 - 1997 Starship Troopers - Mass-Illusions**

Pre-visualization Animator (in conjunction with Pixel Liberation Front), 3D Modeler and VFX Artist

**EDUCATION**

**1985 - 1989 Rochester Institute of Technology**

Bachelor of Fine Arts in Industrial Design

Studies included Product Design, Traditional Animated Production, Sculpture, Graphic Design, Interior Design, Painting and 3D Computer Graphics

**CONTACT INFO**

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