

Nathan Chin

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Work Experience:

Tactic Studios: Unannounced Project

October 2016 - February 2017

- 3D Environment Artist
- Involved in concept work, 3D modeling, unwrapping and texture work for game assets in unannounced 3D Sci-Fi IP
- Assets including walls, floors, ceilings, stairs, doors, and various smaller props were made using a PBR workflow including both tiling and non-tiling textures
- Tested assets in Immortal Engine and placed in level with baked textures

Seed Interactive:

March 2017 - August 2017

August 2016 - September 2016

Ace Academy: Skies of Fury

- Drew concepts and illustration for comic pages and illustrations for game loading screens
- Painting character portraits for menu screens
- Handled scheduling and communication with client

Unannounced Project

- Designed concepts for main player character avatar, environment and props
- Created full character and detail turnarounds, reference sheet for costume VFX design, and animation 3D block out for moving environment elements
- Participated in studio meetings focusing on game design

Bee Odyssey

- Illustration and Storyboarding
- Developed 2D concepts, storyboarded and painted final assets for the game's opening and closing cinematics. Assets included backgrounds, characters, trucks and various foliage
- Painted final ingame assets for game levels including both layouts and individual fauna

Education:

Seneca College

September 2012 - April 2016

- Seneca Animation Diploma Program

Additional Experience:

Lost Echoes Unreal Game Level (Unreal 4)

March 2016 - April 2016

- Art Director, 3D Model/Texture Artist, Logo design
- Created the art guide for the level from the original concept, reviewed all asset schematics, reviewed texture pass, assisted in level composition/level building
- Modelled and textured the tiling walls, the hallway stairs, hallway pillars, red flowered plants, leaf piles and red pot

Experience with:

3DSMAX, ZBrush 4R7, Substance Painter, Photoshop, nDO2, xNormal Sketchfab, Toon Boom

References Available Upon Request