Nicolas Han
Environment Art

Information
(323) 401 4470
nico.han.art@gmail.com
Los Angeles Metropolitan Area, CA

PROFESSIONAL EXPERIENCE

3D Environment Artist (Contract) 12/09/2024 - 31/10/2024
Voyager 3D
Responsible for every aspect of game-ready environments published on Epic Games' new marketplace Fab. Collaborated with the lead artist and was in charge of modeling, texturing and integration of high quality next-gen assets into Unreal Engine.

Summer Internship 2019 Rogue Initiative Studios Canoga Park, CA
Gained hands-on experience in the art development pipeline for video games using Unreal Engine. Assisted in the integration of 3D assets into Unreal, collaborating with the art team to ensure quality and efficiency.

SUMMARY OF SKILLS

3D Asset Creation
- Strong visual and technical understanding of 3D modeling, texturing, and set dressing with 3D programs
- Clear understanding of creating props and weapons for games both organic and hard surface
- Comprehensive knowledge of a High to Low poly baking pipeline for asset creation

Texturing and Unreal implementation
- Ability to create realistic textures from scratch
- Understanding of layer blending and shaders creation within Unreal engine
- Trim sheets creation and implementation into a model and engine
- Set dressing for story driven compositions

Communication
- Pursuing a high quality of both aesthetics and visual storytelling
- Strong communication and time management skills
- Likes to work within constraints and pushing its limits
- Fast and adaptive to new technologies and software
- Seek constant feedback

EDUCATION

Gnomon School of VFX
Los Angeles, CA, *2021-2024*
Bachelor of Fine Arts in Digital Production

University of Southern California
Los Angeles, CA *2017-2021*
Bachelor of Science Business Administration
Honors: Dean's List

DIGITAL SKILLS

Proficient in:
- Substance Painter
- Substance Designer
- Zbrush
- Maya
- Photoshop
- Speed tree
- Unreal Engine

LANGUAGES

Fluent in Spanish and English both spoken and written

ORGANIZATIONS AND ACTIVITIES

- 3D modeler for Ascend – USC VR Game Project *2020*
- 3D environment and props modeler for End of the Line – USC Game Project *2020*
- President of Chongdae SoCal *2019-2020*
- USC President of Korean American Student Organization *2019-2020*