

Nicholas Chou
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EXPERIENCE

- 2011 **3D Modeler/Texture Artist**
Daglow Entertainment
Created 3D models and textures for unannounced upcoming social game title. Assets ranged from simple to complex architecture and props. Software used included 3D Studio Max 2009 and Photoshop CS5.
- 2010 **3D Modeler/Texture Artist/Programmer**
Project Peril – iOS Game
I was in charge of all aspects of this personal iOS game project from graphics to programming. The game was made with the Unity iPhone game engine and it took 2 months to complete. Software used included Unity 3, Modo and Photoshop CS5.
<http://ncdesign.net/projectperil>
- 2008 **3D Modeler and Texture Artist**
Collaborative Group Project - AAU
Was in charge of modeling buildings and props as well as texturing the assets for a collaborative group project. The main goal was to recreate the classic story of Wizards of Oz and put it into a futuristic setting. Software used included Maya 8 and Photoshop CS4.

SKILLS

- Software
- Maya 8+
 - 3D Studio Max 2009+
 - Modo
 - Unity 3
 - ZBrush
 - Mudbox
 - Photoshop CS4+
 - Illustrator CS4+
 - After Effects CS4+
 - Final Cut Pro

EDUCATION

- 2005 - 2009 **BFA, School of Animation and Visual Effects, 3D Modeling**
Academy of Art University; San Francisco, CA