NICOLAS BLANCAFLOR

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3D/2D ENVIRONMENT ARTIST

Skills:

- **3D Modeling & Rendering**
- **Texturing and UV Unwrapping**
- **Level Design**
- **2D Illustration**
- **Traditional & Digital Illustration**
- **Environment Design**
- **Video and Film Editing**
- **Storyboarding**

Tools:

- Autodesk Maya, Blender, Substance 3D Painter, Marmoset ToolBag, Procreate, Photoshop, Unreal Engine, Unity

RELEVANT EXPERIENCE

REC ROOM – REMOTE, CA   SEPTEMBER 2024 - PRESENT
Partnered Creator

- Created an interactive game and published as UGC (User Generated Content) on Rec Room.
- Modeled and textured all Environments using Autodesk Maya and Substance Painter.
- Currently receiving high Player Engagement on Rec Room.

ACADEMIC PROJECTS: DIGIPEN INSTITUTE OF TECHNOLOGY   REDMOND, WA

BASIL AND THE ISLES OF SPICE/ 3D PLATFORM   AUGUST 2022 – DECEMBER 2023
Environment Artist

- Collaborated with a team of 28 through an entire game development pipeline.
- Conceptualized and modeled over 30 unique environmental assets using MAYA and Substance Painter.
- Set dressed levels and laid out detailed environments with modular assets.
- Worked side by side with technical artists and level designers to set-up and maintain asset standards.
- Published on Steam, Unity Awards 2024 Best Student Project 2nd place.

ARALI/ 2D ISOMETRIC ACTION/ UNITY   AUGUST 2021 – APRIL 2022
Environment Artist

- Collaborated with a team of 11 through an entire game development pipeline.
- Designed and illustrated the key environment of the game using Photoshop and Procreate.
- Animated all characters in 8 different angles using Spline.
- Published on Steam

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY   AUGUST 2020 – APRIL 2024
REDMOND, WASHINGTON

- Bachelor of Fine Arts in Digital Art and Animation – Cum Laude