JAKE NOLT
3D ARTIST

jakenolt@gmail.com
www.jakenolt.com
419 • 212 • 1640

SOFTWARE

- 3DS MAX
- MAYA
- MICROSOFT SUITE
- PHOTOSHOP
- SUBSTANCE PAINTER
- UNITY
- UNREAL 4
- XNORMAL
- ZBRUSH

SKILLS

- 3D ANIMATION
- GAME PIPELINE
- HARD SURFACE MODELING
- HIGH RESOLUTION MODELING
- LOW RESOLUTION MODELING
- MAP BAKING
- PBR AND PAINTED TEXTURES
- RETOPOLOGY
- SCRUM
- SHADER DESIGN

PUBLISHED MODS

- *CHIVALRY: MEDIEVAL WARFARE*
  - GUILTY GAVEL
  - FINAL GUARD SET
- *THE ELDER SCROLLS V: SKYRIM*
  - SWORD OF DRAKES
  - MEHRUNES DOOMSICLE
  - KUKRI OF THE FOREGOER
  - RASTER EDGE
  - SOUL EATER
  - ELDER RIM SHIELD

PUBLISHED GAMES

Bendix VR Target Challenge | Glass Slate Digital | PC | 2019
Goodyear VR Mountain Flight Trivia | Glass Slate Digital | PC | 2019
Waypoint EDU | Magnate Interactive Ltd | iOS | 2018
Grabity| Lionheart Studios LLC | Android | 2017

EDUCATION

Bowling Green State University
MFA Digital Art
2018

The Art Institute of Pittsburgh
BS Game Art and Design
2010

PROFESSIONAL EXPERIENCE

CEO
Lionheart Studios LLC, Hicksville, OH July 2017 - Present
- Founder and CEO
- Art design and programming for mobile and PC games
  - *Grabity* | Google Play Store

Assistant Professor of Animation
University of Saint Francis, Fort Wayne, IN August 2019 – Present
- Teaching Modeling and Animation in Maya
- Manage student Game Design Club

3D Artist
Communication Exhibits Inc., Canal Fulton, OH Jan. 2011 - Aug. 2016
- Modeled, textured, rigged, and animated assets for interactive applications
- Designed, lit, and optimized environments
- Managed assets and serve as a liaison between art and programming

FREELANCE

Center for Creative Instruction, University of Toledo
Communication Exhibits Inc / Glass Slate Digital
Electrifly
Fenrir Studios
Harbor Light Oral & Maxillofacial Surgeons Inc

Minda Labs
Photo2Topo LLC
Razeware LLC / Ray Wenderlich
Rock & Bloom
Seek XR