

NATE GREGORY

MODELER
TEXTURE ARTIST

OBJECTIVE

To work for a game company that will offer me the opportunity to challenge and improve my skill set while being a valuable contributor to the team.

EXPERIENCE

AMAZON GAME STUDIOS

SENIOR WORLD ARTIST – CRUCIBLE (PC)

October '17 - Present

WORLD ARTIST – CRUCIBLE (PC)

February '16 – October '17

Worked closely with the lead concept artist to determine the visual aesthetic of large regions of the map including conceptual prototyping, composition and color palette.

Set dressing using modular kits, terrain, vegetation and decals to create an immersive world.

Creation of many procedural Substance Designer materials for assets.

Creation of multiple organic hero assets through the entire pipeline.

Organized tasks and scheduling for other artists working on my regions.

Worked closely with level designer to ensure the regions met all gameplay requirements including performance optimization.

343 INDUSTRIES

ENVIRONMENT ARTIST – HALO 5: GUARDIANS (XBOX ONE)

July '13 – August '15

JR. ENVIRONMENT ARTIST – HALO 4 (XBOX 360)

April '12 – September '12

The creation of dedicated level assets, terrain, tiling textures and materials through a high quality, AAA pipeline.

Working closely with the designer and art lead on world composition and level building.

Optimization of level assets including, collision, LODs, and memory footprint for best performance.

Completing assigned tasks in modeling high/low poly assets, baking maps, and texturing under tight deadlines.

Maintaining a consistent high standard of quality and art style among props and other assets.

Assembling assets in engine including appropriate physics and damage states.

GAS POWERED GAMES

SEPTEMBER '12 – JANUARY '13

2D/3D ARTIST – AGE OF EMPIRES: ONLINE, WILDMAN, UNRELEASED PROTOTYPE (PC)

Taking assets from high/low poly model through texturing and engine implementation in a fast-paced production cycle.

Preproduction concepting of characters, equipment, and environments.

Bringing pre-existing assets to a higher standard of excellence with improved geometry and textures.

EDUCATION

BFA Game Art and Design

Art Institute of Seattle

October '07 – December '10

3.8/4.0 GPA with honors

SKILLS

World building with an emphasis on composition and layout.

Plein air drawing and painting to refine my knowledge of the natural world.

Sculpting complex organic models in Zbrush.

Procedural PBR material creation in Substance Designer.

Bespoke material work in Substance Painter and Photoshop.

Learning and adapting to new software and pipelines.

NATEGREGORY.COM

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