

# Nicholas Dariano

---

Environment Artist

nickdariano.com • nick.dariano@gmail.com

## SUMMARY

Environment artist with a strong eye for aesthetic and attention to detail, that always uses the knowledge, creativity and skills possessed to benefit the employer, company and products.

- Self-taught, very motivated and ambitious
- Formal training in art foundations and an understanding of principles and elements of art such as shape, form, color, light, etc.
- Excellent team player with strong communication, collaboration skills and a cooperative attitude
- Good time management skills and the ability to apply those principles towards effectively meeting schedules and deadlines
- Proper hard surface & organic modeling in 3d packages such as Zbrush, Maya & 3ds Max
- Building and set dressing real time environments in editors UDK, UE4, and Radiant
- Texturing, and baking game ready assets using software such as Photoshop, Xnormal, Quixel, Substance, and 3d-Coat

## CREATIVE EXPERIENCE

Environment Artist on Fortnite (PC, PS4, Xbox, Switch, Mobile) 2016-Current

Epic Games, Cary, NC

*Epic Games, Inc. is an American video game and software development company*

- Responsible for modeling, texturing, and baking game ready assets
- Creating stylized models and textures for Fortnite
- Using Unreal Engine 4, to implement assets and materials
- Optimizes content to work within memory and performance budgets.
- Working with designers and art direction to achieve defined visions for props and environments

Associate Artist on Call of Duty: Black Ops III DLC 1 (PC, PS4) 2015

Raven Software, Middleton, WI

*Raven Software is a market-leading and award-winning video game developer under Activision Blizzard Incorporated.*

- Responsible for modeling, texturing, and baking next gen game ready assets
- Using the Radiant Editor built and set dressed realistic spaces for Call of Duty: Black Ops III
- Optimizes map content to work within memory and performance budgets.

Associate Artist on Call of Duty: Online China (PC) 2014-2015

Raven Software, Middleton, WI

*Raven Software is a market-leading and award-winning video game developer under Activision Blizzard Incorporated.*

- Optimizes map content to work within memory and performance budgets.
- Leverages existing technology to create the best possible visual result in the shortest amount of time
- Using the Radiant Editor built and set dressed realistic spaces for Call of Duty: Online

Associate Artist on Call of Duty: Advanced Warfare (PS4, PC) 2013-2014  
Raven Software, Middleton, WI  
*Raven Software is a market-leading and award-winning video game developer under Activision Blizzard Incorporated.*

- Responsible for modeling, texturing, and baking next gen game ready assets
- Using the Radiant Editor built and set dressed realistic spaces for Call of Duty: Advanced Warfare

Environment Art Intern on World of Warcraft Dungeon Team (PC) 2013  
Blizzard Entertainment, Irvine, CA  
*Blizzard Entertainment is a premier developer and publisher of entertainment software under Activision Blizzard Incorporated.*

- Responsible for modeling architectural and organic spaces for World of Warcraft.

Environment Art Intern on Call of Duty: Ghost (360, PS3, PC) 2012  
Raven Software, Middleton, WI  
*Raven Software is a market-leading and award-winning video game developer under Activision Blizzard Incorporated.*

- Responsible for modeling, texturing, and baking game ready assets
- Using the Radiant Editor built and set dressed environments for Call of Duty: Ghost

## **EDUCATION**

BFA Digital Arts 2013  
Bowling Green State University, Bowling Green, OH

## **HONORS/AWARDS**

Blizzard Entertainment Student Art Contest – *Grand Prize Winner* 2013

Blizzard Entertainment Student Art Contest - *Runner Up* 2012

Senior Talent Award 2012  
*Scholarship given to a few students in the fine art department of BGSU for displaying excellent quality in their work.*