

Nicholas Dariano

Senior Environment Artist

nickdariano.com • nick.dariano@gmail.com

SUMMARY

Senior 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.

- Formal training in art foundations and an understanding of principles and elements of art such as shape, form, color, light, etc.
- Experienced in shipping AAA titles across multiple platforms
- Highly organized, self-driven and 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
- Effective communicator, capable of conveying intricate and creative feedback to a range of external vendors
- Possessing proficiency in the creation of game art assets using a range of software packages including Maya, 3ds Max, Zbrush, Photoshop, Substance, etc.
- Proven success working in a collaborative team setting under high production pressure

CREATIVE EXPERIENCE

Environment Outsource Lead on Fortnite (PC, PS5, Xbox, Switch, Mobile)

2021-2023

Epic Games, Cary, NC

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

- Ensuring assets from external partners meet the necessary technical requirements and game-ready standards, and when necessary implementing any necessary adjustments to maintain consistency
- Conveying precise and detailed feedback to external partners to ensure alignment with creative concepts and objectives. Communicating promptly to leadership if the desired outcomes are not being met
- Collaborating with in-house Epic art staff to guarantee the seamless integration and ingestion of outsourced assets into the pipeline and engine
- Providing support, prioritizing, and resolving bugs related to art assets produced by the outsourcing team
- Compiling comprehensive documentation, video tutorials, and illustrative examples to facilitate seamless collaboration with external vendors. Ensuring clear communication of art asset production processes, standard operating procedures, and technical specifications required by the game engine
- Collaborating closely with the respective Epic Art Leads, Outsource Managers, and relevant artists to guarantee that external teams receiving assets have all the requisite information

Senior Environment Artist on Fortnite (PC, PS5, Xbox, Switch, Mobile)

2019-2021

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 including props and architecture kits
- Using Unreal Engine 5, 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

Environment Artist on Fortnite (PC, PS5, Xbox, Switch, Mobile) 2016-2019
Epic Games, Cary, NC
Epic Games, Inc. is an American video game and software development company

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.

Associate Artist on Call of Duty: Black Ops III (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.