

Nicholas Bolden
Character TD

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Objective

To obtain employment in a position of occasional growth and steady challenge.
To find a home in a company that values innovation, growth, and the quality of life of those in its employ.

Profile

A talented character specialist with accessory skills; a focus on rigging and pipelines. One highly motivated, professional, efficient, and creative worker. An understanding of diverse techniques from the perspectives of television and gaming.

Experience

Lucasfilm Animation Ltd.
Nicasio, CA

Character Technical Director II
Oct. 2008 - Present

- Responsible for rigging and character setup for previsualization and televised characters on “Star Wars: The Clone Wars” television series
- Principle and secondary characters including Anakin Skywalker.B, Plo Koon.B, Death Watch; various bounty hunters and evil minions
- Development of rigging and pipeline tools and utilities
- Assisted continued development of Maya plug-ins -- compilation and maintenance
- Technical and Creative feedback for rigged assets external and internal

Gnomon School of Visual Effects
Los Angeles, CA

Instructor
Sept. 2007 - Sept. 2008

- Class structure and objectives
- Teaching of the basic concepts related to rigging, human deformation, control setup, and their practical applications

Heavy Iron Studios - THQ
Los Angeles, CA

Rigger/Character Artist
Mar. 2007 - Oct. 2008

Titles: Wall·E: The Game, Up: The Game, Unannounced demo

Platforms: PS3, Xbox, Wii

- Responsible for rigging and character setup of in-game and cinematic characters
- Tools coding for rigging, animation, fx and engine export
- Art pipeline and animation support; integrate Perforce into Maya
- Modeling & texturing of in-game character assets for unannounced demo
- Animation Troubleshooting and Support;

Climax Group Inc.
Santa Monica, CA

Jr Technical Artist
Feb. 2006 - Nov. 2006

Titles: Silent Hill: Origins, Unannounced Demo

Platforms: PSP, PS3

- Modeling and texturing of in-game and cinematic assets
- Rigging for in-game characters and cinematic assets
- Render farm setup and management, cinematic rendering
- Animation 'state machine' layout for primary and secondary characters
- Animation Troubleshooting and Support
- Cinematic demo material for E3 2006

Technical Skills

- Proficient in Maya, Photoshop, Premiere, After Effects; general skills in Zbrush, 3d Studio Max, and Others including various proprietary software packages
- Proficient in Python, MEL; general skills with Maya API(C++/Python), XML, RSL, JS
- Experienced pipeline developer for various game and television projects
- Strong background in traditional art. Skills in drawing, sculpting, painting, digital painting.

Education

Savannah College of Art and Design
Bachelor of Fine Arts

Savannah, GA

- SCAD Scholar recipient and Dean's lister

References

Always available upon request