



NICHOLAS RENDE

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Nickrendeart.com

Experience

Mackevision – (3D Product Artist) Troy, MI

August 2017 – Current

Lighting, shading, unwrapping, and configuring CAD data for web based compositing
Creation of technical assets for Virtual Reality experiences in the Unreal Engine
Retopologizing assets for realtime mobile Augmented Reality experiences

MGIC Mortgage – (RPC Specialist) Troy, MI

June 2015 – July 2017

Analysis and organization of financial documents for entry into corporate database
Entry of secured personal documents into database for underwriter processing

Elixir – Student Project (Tech Lead) CCS Detroit, MI

September 2014 – May 2015

Oversight of multiple students: assigning tasks to complete through Blueprints in UE4
Responsible for gameplay puzzle and interactive assets through technical rigging

Education

College for Creative Studies 2012–2016

Bachelor of Fine Arts in Entertainment Arts: focused on Game Design

Utica Center for Science and Industry 2008–2012

Specialized in Multimedia curriculum with math and literature courses
Integrated math, engineering and mechatronics into collaborative projects

Skills

Programs

Maya **Experienced**
Photoshop **Experienced**
Python **Begginer**
Unreal Engine **Experienced**
UE4 Blueprints **Experienced**
ZBrush **Intermediate**
xNormals **Experienced**

Traditional

Drawing
Painting
Maquette
Woodworking
Foam Sculpting

Awards

CCS Merit Scholarship
CCS Student Exhibition Show

CCS Deans List
Utica Community Schools Art Show