

## ***Nils Dücker – 3D Artist***

### ***Shipped Games:***



### ***Resume:***

I am a professional 3D artist based in Sweden with 3 years experience in the game industry in both in-house developer roles and freelance art outsourcing, and have a vocational degree in game art.

I am a technically inclined person and enjoy working with systems such as character customization, microdestruction, vehicle systems like suspensions and cockpits, shader networks as well as pure artistic modelling/texturing work. I also have a keen interest in optimizing assets for performance and have experience doing this across multiple platforms, from handhelds to consoles.

### ***Employment:***

#### **Tarsier Studios, Karlshamn Sept 2012- Feb 2013**

- 3D artist on DLC packs for Little Big Planet 2, Little Big Planet Vita and Little Big Planet Karting
- Modeling , texturing and rigging assets to match a unique visual style
- Focus on modular character outfits and modular vehicles
- Strong focus on producing highly optimized content with fast turnaround
- Porting of finished assets across console/handheld platforms with maintained visual fidelity
- Good knowledge on porting assets between different game engines
- Setting up scenes and materials for efficient 3D to 2D rendering pipeline
- Rendering of assets for promotional artwork and special requests
- High, mid and low poly modeling
- Emphasis on efficient workflows for baking high to low poly, unwrapping and texturing

#### **Goldhawk Interactive (Freelance) Jan 2012 – Aug 2012**

- 3D artist on Xenonauts
- Modeling and texturing assets to match a unique visual style
- Setting up scenes and shaders for efficient 3D to 2D rendering pipeline
- High and mid poly modelling

**Rising Storm (Freelance) Feb 2012 – June 2012**

- Environment/prop artist on Rising Storm
- Modeling and texturing assets to match historical references
- Unreal 3 pipeline
- Optimizing assets

**EA Digital Illusions CE AB, Stockholm Aug 2011 – Jan 2012**

- Technical Artist on Battlefield 3 and Battlefield 3: Back to Karkand
- Object modeling and texturing
- Adding destruction to assets
- Content optimization
- Node based shader creation
- Creating and tweaking effects
- Bug testing and fixing
- Using Perforce production line and Jira bugtracking tools

**Imperial Game Studio, Malmö Feb 2011 – May 2011**

- Concept and 2D/3D art for an unreleased project
- Modelled and textured highpoly assets
- Used highend 3D assets to make ingame sprites and cinematics

**Imperial Game Studio, Internship, Malmö Aug 2010 – Feb 2011**

- Lead artist on Turbogrannies
- Lead environment artist and character rigger on Golf Battle 3D
- Designed character customization system for Golf Battle 3D
- Modelling, texturing, rigging, lighting and additional animation on Golf Battle 3D CG trailer
- Developed skills in Modo as well as Airplay SDK for mobile platforms
- Experience with Iphone, Android, Samsung Bada, PowerVR och ATI texture compression
- Extensive experience working under an art director in a production pipeline
- Good skills in meeting high graphical targets in OpenGL ES 1.0+

**Education:**

**The Game Assembly Vocational School, Malmö Sep 2008 – Feb 2011**

- Extensive knowledge of Maya, 3D Studio Max, Photoshop, ZBrush
- Extensive knowledge of implementing 3D and 2D assets into game engines.
- Extensive experience in game production and setting up art pipelines
- Experience using agile development methods and iterative production
- Cooperation with coders during tool development and asset optimization
- Familiarity with tools and plugins such as: Xnormal, Havok Physics Tools, Compressorator, UDK, CGFX, Tortoise SVN.

**Languages and other Merits:**

Swedish: Native speaker

English: Fluent written and verbal

Drivers license for car and forklift

Served in the Royal Swedish Navy 2001-2002 as radar operator and cryptographer.

**References:**

Lennie Axelsson, **Lead Artist, Tarsier Studios**, [lennie.axelsson@tarsier.se](mailto:lennie.axelsson@tarsier.se),

Andreas Persson, **Outsourcing Manager, Tarsier Studios**, [andreas.persson@tarsier.se](mailto:andreas.persson@tarsier.se)

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