



PHONE: 310 - 403 - 8053
E-MAIL: MAIL@NIX3D.COM
ONLINE: WWW.NIX3D.COM

NICOLAS SIEVERS

820 MICHIGAN AVE #B · SANTA MONICA, CA 90404

OBJECTIVE	Seeking a challenging position where 3D modeling and generalist experience can contribute. Highly motivated team player that succeeds with organizational and leadership skills.
EXPERIENCE	<p>(3/2008 - 4/2008) -- Freelance -- Condor Paint Commercial</p> <ul style="list-style-type: none">Modeling, UV's, texturing and creation of blends on lead character using Maya, Zbrush and Photoshop <p>(6/2006 - 2/2008) -- 3Dsite -- Modeling Lead</p> <ul style="list-style-type: none">Overseeing work of a team of three other modelers, while working on development of multiple characters. Including modeling, texturing and blendshapes for <i>Monsters, Inc. Laugh Floor Comedy Club</i> at Disney WorldContinued development on other internal projects. Work varied from modeling/texturing to also including pipeline development and character setup duties <p>(8/2005 - 6/2006) -- 3Dsite -- Modeling and Texture Artist</p> <ul style="list-style-type: none">Responsible for modeling, texturing and blendshapes on primary characters as well as prop modeling for <i>Stitch Encounter</i> at Hong Kong DisneyUse of Maya, Houdini and Photoshop <p>(3/2005 - 6/2005) -- Teaching Assistant for undergraduate Linux class</p> <ul style="list-style-type: none">Programming in Linux Shell Scripting and MELHeld regular office hours for students needing assistance <p>(5/2002 - 8/2002) -- Commersel Studios -- Internship -- Pittsburgh, PA</p> <ul style="list-style-type: none">Responsible for development of character including modeling, texturing, rigging and animation using 3ds Max, Character Studio and Photoshop
TECHNICAL SKILLS	<p>Software: Proficient – Maya, BodyPaint, ZBrush, Photoshop, Houdini Familiar – 3ds Max, After Effects, Combustion, Shake, XSI</p> <p>Programming: MEL, C, Linux Shell Scripting, Python</p> <p>Operating Systems: Linux, Windows (all versions)</p>
EDUCATION	<p>Master of Fine Arts – Savannah College of Art and Design Emphasis in Visual Effects – 2005</p> <p>Bachelor of Science in Digital Arts and Sciences – University of Florida Emphasis in Computer Science and Programming – 2003</p> <p>A+ Certification – CompTIA Hardware and OS Certification – 2003</p>
OTHER	2005 Outstanding Achievement in Visual Effects Savannah College of Art and Design