

**Nicholas Chou**  
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## EXPERIENCE

- 2011      **3D Modeler/Texture Artist**  
**Daglow Entertainment**  
Created 3D models and textures for unannounced upcoming social game title. Assets ranged from simple to complex architecture and props. Software used included 3D Studio Max 2009 and Photoshop CS5.
- 2010      **3D Modeler/Texture Artist/Programmer**  
**Project Peril – iOS Game**  
I was in charge of all aspects of this personal iOS game project from graphics to programming. The game was made with the Unity iPhone game engine and it took 2 months to complete. Software used included Unity 3, Modo and Photoshop CS5.  
<http://ncdesign.net/projectperil>
- 2008      **3D Modeler and Texture Artist**  
**Collaborative Group Project - AAU**  
Was in charge of modeling buildings and props as well as texturing the assets for a collaborative group project. The main goal was to recreate the classic story of Wizards of Oz and put it into a futuristic setting. Software used included Maya 8 and Photoshop CS4.

## SKILLS

- Software
- Maya 8+
  - 3D Studio Max 2009+
  - Modo
  - Unity 3
  - ZBrush
  - Mudbox
  - Photoshop CS4+
  - Illustrator CS4+
  - After Effects CS4+
  - Final Cut Pro

## EDUCATION

- 2005 - 2009      **BFA, School of Animation and Visual Effects, 3D Modeling**  
Academy of Art University; San Francisco, CA