

Nick Henning

3D Artist - Hardsurface Modeler



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Software Skills

- High and low poly modeling
- UV unwrapping
- Lighting
- Texturing
- Animating
- Basic rigging
- Compositing
- VFX
- Game engine incorporation.



Maya



3DS
Max



Substance
Painter



Zbrush



Photoshop



Premiere



After
Effects



Unreal
Engine



Cinema
4D

Education

- Graduated from the Seattle Film Institute in 2019 with a Bachelor of Arts in Film, Digital Arts, Animation and Game Design.
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Experience

- Over 15 years modeling with 3D software.
 - Modeled, UV unwrapped and textured props for animated film "Blast Off" including 3 versions of the hero spaceship.
 - Modeled, UV unwrapped, textured, rigged and animated hero character for 3D side-scroller game "Nematode".
 - Modeled, UV unwrapped and textured low-poly props for 3D side-scroller game "Nematode".
 - Accurately modeled high-poly, high-detail copies of existing science fiction spacecraft for photo-realistic use in film.
 - Accurately modeled, UV unwrapped and textured photo-realistic 3D replicas of everyday objects using PBR workflow.
 - Converted high-poly 3D models to low-poly 3D models by baking out normal maps for game engine incorporation.
 - Animated and lit 3D character then incorporated him to interact with real world people and objects in film.
 - Animated 3D characters and objects to match pre-recorded audio.
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Work History

- Maintenance supervisor for Essex Property Trust at Evergreen Hights apartment community in Kirkland WA.
- Head of the maintenance department for a 200 unit community from May, 2001 to April, 2016