

NICK BARTOLETTI

3D ARTIST

<http://nickbartoletti.com/3d/>

Seattle, WA

nick.bartoletti@gmail.com

253-334-3117

Modeling & Texturing

3DS Max

Z Brush

Adobe

Lighting & Shading

V Ray

Mudbox

3D Printing

Experience

3D Artist - Wizards of the Coast/Hasbro: 2007 - Current

Trailers/Cinematics

- VFX/3D Art Lead - Internal Production
 - Magic: The Gathering - Shadows over Innistrad trailer and name reveal
 - 3D Artist/Model Supervisor
- Dungeons & Dragons (Tyranny of Dragons, Rage of Demons)
 - Character/prop modeling & texturing
 - Art Directed and managed outsourcing assets

D&D/Axis & Allies Miniatures

- Developed agile pipeline for 100% CAD from traditional clay
- Art Directed and managed outsourcing needs

Concept Art/Look Dev

- Worked closely with R&D and illustrators to create concept models for world guides
- Early R&D for animated Magic cards and AR
- VR/360 video studies

Injection Molding/Physical Production

- D&D Miniatures
- Axis & Allies Miniatures
- Kaijudo Tournament Trophy

Intern - Wizards of the Coast/Hasbro: 2003 - 2005

Education

BFA Media Arts & Animation - Art Institute of Seattle Winter 2006

- Awarded best portfolio of show - Media Arts & Animation
- Freelance & contract work through end of study

Volunteer

Big Brothers/Big Sisters of Puget Sound: 2015 - Current