

# NICK BARTOLETTI

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## SUMMARY

A highly collaborative **3D ARTIST** with 12 years experience. Love of design, making, conceptual thinking, and digital art. On the forefront of design and technical research for many years, leading Wizards of the Coast into new mediums including AR, VR, video/storytelling and 3D printing.

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## PROFESSIONAL EXPERTISE DEMONSTRATED

### WIZARDS OF THE COAST/HASBRO SEATTLE

2007 - Present

Wizards of the Coast is a gaming company founded in 1990. They are known for Magic: The Gathering trading card game, Dungeons & Dragons, and other table top board games.

#### **3D Modeling/Animation**

- VFX/3D Art Lead for Magic: The Gathering and Dungeons & Dragons including marketing trailers for Shadows Over Innistrad, Battle for Zendikar, Dragons of Tarkir, Rage of Demons and Tyranny of Dragons
- Developed photo-real product unboxing videos
- Art Directed and managed outsourcing assets

#### **Concept Art/Look Dev**

- Developed R&D AR prototypes for Magic and D&D
- Developed VR/360 video prototypes
- Rapid prototypes of interactive real-time experiences
- Close collaboration with R&D/Art Directors to define key art and marketing campaigns

#### **Sculpture**

- Art Directed, managed outsourcing needs and sculpted Dungeons & Dragons / Axis & Allies miniatures
- Developed pipeline from traditional clay to 100% CAD

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### CHRONOS SEATTLE

June 2018

Chronos Global Academy are immersive technology educators, providing training for Virtual Reality, Augmented Reality, Mixed Reality, 360 Video Production, HoloLens, 360 Storytelling/VFX/360 software

#### **XR Developer with Unity**

- Unity/Oculus Rift integration. Projects with physics, collision bodies, dynamics, game logic and in game UI.
- Interaction using the Oculus Rift
- AI, Spatial sound, and UX/UI
- Dynamic interaction
- Game design principles

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## EDUCATION

### **Art Institute of Seattle**

- BFA Media Arts & Animation, Winter 2006
- Awarded best portfolio of show for Media Arts & Animation graduating class

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## VOLUNTEER

### **Big Brothers/Big Sisters of Puget Sound**

- 2015 - Current

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## TECHNICAL SKILLS

### **3D**

- 3DS Max, Zbrush, Unity, VRay, Substance Painter

### **2D**

- Adobe Creative Cloud: Photoshop, Illustrator, InDesign

### **Video**

- Adobe Premiere, Modular Video Synthesis

### **Audio**

- Logic Pro, Modular Synthesis, Field Recording, Hardware and Software synthesis