

Jonathan N. Nascone

Digital Sculptor/Character Artist/Hard Surface

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SUMMARY

Senior Artist at Cryptic Studios with 10 year's experience making games on multiple platforms, styles and genres. Expert in modeling, highres sculpting, retopology, anatomy, and texturing. Proficient in hard surface, props, and skinning. Production experience in developing and refining pipelines, and sharing knowledge with others with a strong desire to deliver high quality art.

SHIPPED TITLES

- **Star Trek Online** (PC, released 2010- present)
- **Battle of Giants: Dinosaur Strike** (Wii & 3DS, released November 24, 2010)
- **America's Army 3** (PC, released June 17, 2009)
- **America's Army: Special Forces 2.5-2.8** (PC)
- **Rise of a Soldier** (PS2 & Xbox)
- **Spy vs. Spy** (Xbox, released April 6, 2005)
- **Brother in Arms: Road to Hill 30** (PC, Xbox & PS2, released March 15, 2005)

EXPERIENCED IN

- **Engines** – Cryptic Engine, Unreal Editor 3.0 & 2.5
- **3d Programs** – 3DS Max, Maya, Zbrush, NDO2, Crazy Bump, Mudbox, Headus UV, Xnormal, Topogun
- **2d Programs** - Photoshop, Corel Painter
- **Other** - Perforce, Jira, outlook, Asset Master

EMPLOYMENT HISTORY

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|---|---------------------|
| Cryptic Studios- San Jose, Ca
Senior Character Artist
Creating characters and props for the Star trek online MMO. Release schedule of new content every 3 months, with strong emphasis on building modular character costumes worn by new and existing races. Taking characters from concept, to modeling, sculpting, retopo, skinning, texturing, importing into engine, and data setup. | 2011-Present |
| Ubisoft- Quebec, QC
Senior Character Artist
Created characters, assisted with the visual development, art direction, and content Creation process for new IP. | 2010-2011 |
| America's Army - Emeryville, CA
Senior Artist/Lead Character Artist
Defined the modular design of character creation in UE3. Managed other artist in character/asset production. Worked with a small core team in developing the art pipeline for characters. Responsible for modeling, texturing, setting up materials, and importing characters, vehicles and props. | 2004-2009 |

EDUCATION

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| Savannah College of Art and Design - Savannah, GA
Bachelor of Fine Arts (Major: Game Design) | 2003 |
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