NICOLE PLUM

nplum@nicole-plum.com   604-818-5329   www.nicole-plum.com

SUMMARY

Artist with 10+ years of experience specializing in outsource management and hard surface modeling/texturing in the video game industry. Demonstrated ability to effectively manage external teams, collaborate with stakeholders across multiple departments to ensure quality asset delivery, and adapt readily to new challenges.

SOFTWARE EXPERIENCE

Maya
ZBrush
Fusion 360
Photoshop
Quixel Suite
Substance Designer
Substance Painter
Marmoset Toolbag 3
UE4
UVLayout
Jira
Excel
Perforce
KeyShot

SKILLS

- Managing external development teams
- Conduct reviews and provide feedback on external submissions, maintaining quality and consistency to meet visual targets
- Create, manage and track production schedules for external teams
- Strong communication and interpersonal skills
- Self-motivated, highly organized, adaptable and flexible
- Problem solver, fast learner, and work well under deadline pressure
- Modeling props, interior and exterior environments, foliage/terrain, and modular assets
- Efficient UV layout, high/low poly baking, PBR texture and material creation, tiling and trim texture creation
- Set dressing, collision creation, LOD models and basic lighting
- Asset and level management to keep within memory budget, design needs and frame rate limits
- Traditional background in drawing, sculpture, painting, and photography

EXPERIENCE

07/17 – Current

Outsource Art Manager | The Coalition | Vancouver, BC
Gears 5 (Xbox One), *Gears of War 4* (DLC - Xbox One)
-Outsource Art Manager for Weapons/Vehicles and Concept external teams
-Conduct reviews and provide feedback on external submissions maintaining quality, consistency, and keeping in line with the vision of the Lead and Art Director
-Correct technical or art issues on work in progress and completed external assets
-Partner with Production and Leads to plan sprints, provide estimates, manage risks and assign tasks, ensuring external generated work is completed on time
-Communicate procedures, pipeline, workflow, and guide external teams on the best approach for building content and resolving potential blocker issues
-Create/maintain documentation as well as conducting onsite training for external teams
-Partner with Tech Art to test, improve and implement new systems that create a better workflow and increase efficiency for internal and external teams
-Updating project management software/tools with entering tasks, tracking overages, extension requests, art direction changes, and manage external resource planning
-Modeling/texturing weapons and vehicles

06/15 – 4/17

Environment Artist | Freelancing | Vancouver, BC
Spider-Man (PS4)
-Modeling/texturing props, environments and modular assets, asset optimization, and PBR texture/material creation

03/14 – 04/15

Environment Artist | Insomniac Games | Burbank, CA
Spider-Man (PS4), *Sunset Overdrive: Dawn of the Rise of the Fallen Machines* (DLC - Xbox One), *Sunset Overdrive: Mystery of the Mooil Rig* (DLC - Xbox One), *Sunset Overdrive* (Xbox One)
-Modeling/texturing props, environments and modular assets, set dressing, asset optimization, and PBR texture/material creation

05/10 – 10/13   **Environment Artist** | Trion Worlds, Inc. | San Diego, CA
Defiance (PS3, Xbox 360, PC)
-Modeling/texturing props and environments, creating modular levels, set dressing interiors/exteriors, and basic lighting
-Outsource art review and feedback for external environment art, asset adjustments and integration into pipeline

03/13 – 07/13   **Texture Artist** | Traceback Studios | Los Angeles, CA
One Per Person (Short Film – 2016)
-Texturing assets for the animated short *One Per Person*

02/08 – 04/09   **Associate Artist** | Heavy Iron Studios/THQ | Los Angeles, CA
UP (PS3, Xbox 360, Wii)
-Modeling, UV layout, texturing, set dressing, and lighting environments

EDUCATION

2003 – 2007   **Cogswell Polytechnical College** | Sunnyvale, CA
Digital Arts and Animation, B.A.