

## Kyle Nikolich

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### Specialties:

Maya, Python, MEL, Zbrush, Photoshop, and being 6' 9".

### Professional Experience:

#### Technical Artist – Sucker Punch Productions

April 2010 – October 2011 (1 year 7 months) | Bellevue, WA

*Infamous 2, PS3 (April 2010 to May 2011)*

- Implemented parkour and navigation systems for the game environment.
- Managed and trained a team of two to assist in parkour efforts.
- Developed tools using python to automate and standardize parkour implementation.
- Integrated breakable environment assets.
- Modeled and optimized physics meshes.
- Reviewed environment assets to ensure system and game design specifications were met.

*Infamous 2: Festival of Blood DLC, PS3 (May 2011 to October 2011)*

- Continued previous responsibilities from InFamous 2.
- Implemented electrical visual effects for DLC props and environments.
- Adjusted pedestrian populations, wandering behaviors, and traffic systems.
- Modeled new props based on in house concept art.
- Researched new physics systems and prototyped new level designs.

#### Interactive Design Specialist – Institute of Electrical and Electronic Engineers (IEEE)

June 2007 – May 2010 (3 years) Piscataway, NJ

- Designed, developed, and managed IEEE's virtual presence in Second Life.
- Created two islands and produced promotional materials (video, web, and print media).
- Coordinated and engaged volunteer groups to participate and develop world content.
- Panelist at MIT's Emerging Technologies conference, presented "Serious Games, Solid Standards" with the IEEE Standards Association.

### Education:

#### Master of Arts, Visual Effects

Savannah College of Art and Design, Savannah, Georgia

#### Bachelor of Science, New Media Interactive Development

Rochester Institute of Technology, Rochester, New York

References available upon request.