

# Nathan Elliott

3D Generalist

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## EXPERIENCE

### **Simwave Consulting, Ottawa Ontario— 3D Artist**

JUNE 2015 - PRESENT

Main roles include 3D Modeling, Sculpting, Texturing, Rigging.

Extra multidisciplinary experience in VR User Interface Design, Art direction, Concept Sculpting, Storyboarding, Motion Graphics, Game Design and Script Writing.

### **Magmic, Ottawa Ontario — Quality Assurance Tester**

MAY 2014 - MAY 2015

Testing mobile and desktop applications, executed test plans using multiple strategies, logging application bugs and improvement suggestions via tracking software

### **Algonquin College, Ottawa Ontario — Game Development Program Assistant**

SEPTEMBER 2012 - MAY 2014

Assisted students with their projects and assignments in all subjects relevant to the Game Development program. This included 3D modeling, programming and general Design.

## EDUCATION

### **Algonquin College, Ottawa Ontario— Ontario College Advanced Diploma, Game Development**

SEPTEMBER 2011 - MAY 2014

Taught hands on skills in game and engine programming, technical and general game art, game design, and project management. Emphasis is placed on working in large teams.

### **Algonquin College, Ottawa Ontario — Diploma, Interactive Multimedia Developer**

MONTH 2006 - MONTH 2008

Multimedia Generalist program that touched on front and back end web development, video production, photography, 3d animation and game development.

## SKILLS

Traditional High and Low poly Modeling

Digital Sculpting

Texturing

Basic Rigging and Animation

Communication

## AWARDS

**Deans List**, Algonquin College  
Faculty of Arts, Media and Design

## MAIN SOFTWARE

3ds Max, Zbrush, Unreal 4,  
Unity, Substance Suite,  
Marvelous Designer,  
Photoshop, Illustrator, After  
Effects, Jira, Bitbucket.

## PROJECTS

### **Visa Olympic Bobsled VR Experience, Simwave Consulting** — *3D Artist*

Primary contributions included terrain sculpting, texturing, material creation and editing, level design, track texturing and unwrapping.

### **Insider Tours 3D VR Experience, Simwave Consulting** — *Art Director, 3D Artist*

Main roles included art direction and team management, storyboarding, client interaction, initial concepting for characters and environment, production modeling and motion graphics for VR.

### **Athena Train Observer Application Simulation (Mobile App), Simwave Consulting**— *3D Artist*

Main roles involved modeling and texturing main train car and environment for the scenario.

### **Royal Canadian Regiment WW1 VR Experience, Simwave Consulting** — *3D Artist*

Main roles included modeling and texturing environments for “Subway Tunnels” and “No Man’s Land” portions of the experience. Modeled and Textured the Lee Enfield Rifle and Lewis Machine Gun. Partially responsible for modeling and texturing of Canadian Soldier uniform (Boots, helmet, webbing). Initial reference photography.

### **CN6400 Steam Locomotive VR Experience, Simwave Consulting** — *3D Artist*

Main roles included modeling and texturing an interactive train cab, VR hands as well as initial reference photography.

### **Backwater Brawl, Global Game Jam 2014** — *3D Artist*

Modeling and texturing for assets in main menu scene. Built main stage from existing game specific prop kits.