

Nick Galaxy

Rigger/Animator

Maya/Unity

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[Nick Galaxy | LinkedIn](#)

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Software

- Maya
- Unity
- Photoshop
- Substance Painter
- Jira
- Perforce/Git

Specialisms

- Rigging
- Animation
- Blendshapes
- Pipelines/Process
- Team Support
- Optimisation
- Mobile Games
- Oculus VR

17 years of experience successfully delivering award winning games and simulations for military/government/medical clients and global brands including **Paw Patrol**, **LEGO**, **Siemens**, **The Rocky Horror Show**, **McDonalds**, **Disney**, **CBBC** and **BBC Radio 1**

[Portfolio](#)

[Artstation](#)

Osso VR - Senior Rigger/ Animator

November 2021 - March 2024

Rigging, animation, Unity integration, artist support and mentoring, pipeline design/management/documentation, asset optimisation

Rigging/animating complex realistic patient anatomy and surgical tools for 20+ surgical training VR simulations

Budge Studios - Technical Artist/Rigger/Animator

November 2020 - November 2021

Rigging, animation, Unity integration, artist support and mentoring, pipeline design/management/documentation, asset optimisation

Developed a quadruped animation retargeting process for Unity which allowed non-humanoid characters to share animation clips and **reduced character animation estimates by 80%**

Freelance - Senior Artist/Animator

Jan 2014 - Oct 2020

Sourcing clients, delivering art and animation assets, managing art outsourcing and subcontractors, successfully delivered projects and prototypes for clients including [Amuzo](#), [Blueflame Digital](#), [Rocky Horror Games](#), [Two Tails](#), [Holovis](#), [4com](#), [R/GA](#), [The Access Group](#) and [A&G](#)

Lecturer - Game Art/Animation and Design

March 2015 - Oct 2019

3D art, rigging, animation and game design lecturer (P/T) for Bournemouth University, Weymouth College, Cambian Wing College and the Aurora Group, Industrial Panel Member for Poole College Course Review Board

Amuzo Games - Character Artist/Animator

May 2007 - Jan 2014

Delivering 3D/2D art/animation assets and design for Flash and Unity games

My first Flash project ([LEGO Mars Mission: Crystalien Conflict](#)) won the **NMA award for Best Game 2008**

My first Unity Project ([LEGO Hero Factory: Breakout](#)) was **nominated for three NMA awards and won two**, including the **Grand Prix Award 2012** (Best Project selected from winners in all award categories)

Selected Projects

Paw Patrol Rescue World - Budge Studios

Character/Vehicle/Prop rigging and animation, Unity integration, Timeline sequencing, animation retargeting, particle vfx

Gamebrain - The Access Group

3D modeling, texturing, rigging and animation and development of a customisable character creation system

The Rocky Horror Show: Touch Me! - Rocky Horror Games

Character rigging and animation, character artist management, motion capture editing, task breakdown and project management

LEGO Star Wars: The Yoda Chronicles - Amuzo Games

Character rigging and animation

Awards

Special Recommendation, Innovation in Training 2017

(Interactive Train Platform Simulator)

Nominee, BIMA Best Game 2012

(LEGO Hero Factory: Breakout)

Winner, NMA Grand Prix Award 2012

(LEGO Hero Factory: Breakout)

Winner, NMA Consumer Products and Services 2012

(LEGO Hero Factory: Breakout)

Nominee, NMA Best Entertainment Campaign 2012

(LEGO Hero Factory: Breakout)

Winner, NMA Best Entertainment Campaign 2011

(CBBC; Tracy Beaker - The Beakeriser)

Winner , CIPR PRide Awards 2009 - Best Use of Social Media

(The Institution of Engineering and Technology; Cogitate)

Nominee, BIMA Best Online Game 2009

(LEGO; The Robot Chronicles)

Winner, NMA Best Game 2008

(LEGO Mars Mission; Crystalien Conflict)

Winner, E-consultancy Innovation in Online Acquisition 2008

(GAME Stores Group; Console Wars!!!)

BA(Hons) 2:1 Computer Animation 2005

(Portsmouth University)