Nick Galaxy - 3D Artist, Animator and Designer

Flat 4
112 Lowther Road
Bournemouth
Dorset
BH8 8NS

m: 07785 323935
e: nick.galaxy@gmail.com
Portfolio: www.nickgalaxy.com
Linkedin: www.linkedin.com/in/nickgalaxy

About

3D Artist, Animator and Designer with 10 years of experience working on award winning game and simulation projects for both military/government clients and major brands including LEGO, Disney, CBBC and Radio 1.

I currently operate as an independent contractor, working with various clients as well as local education institutions as an industry partner/talent scout. Fluent with Maya, Photoshop, Unity, Jira/Agile development and version control software.

Experience

Freelance 3D Artist/Animator (Feb 2014 - Current)

Producer/Outsource Manager - Magpie Studios (Jan 2016 - Current)
Graphics/animation outsourcing for Games/Simulations - clients include Rocket Lolly Games Ltd, Two Tails Ltd., Holovis, 4com plc and A&G

Games Lecturer - Cambian Wing Centre (Dec 2015 - Current)
Teaching Unity development and digital skills to students with Autism/Aspergers.

Contract Art Manager - Blueflame Digital Ltd (Nov 2014 - Current)
Creation/sourcing/editing of art and animation assets and management of remote and on-site art staff.

Contract 3D Artist - spiderJAR Ltd (April 2015 - April 2016)
Mapping, texturing, lighting, UX and game design for interactive presentations and mobile games.

P/T Lecturer - Bournemouth University Games Technology Bsc (Feb 2015 - March 2015)
Teaching character rigging/animation units, delivering lectures and overseeing lab sessions with students.

Contract 3D Modeller - Spike Global Ltd (March 2014 - Nov 2014)
3D modelling from architect blueprints for the upcoming renovation of Battersea Power Station.

Amuzo Games Ltd (May 2007 - Jan 2014)

Starting as a general designer, I worked in small teams to produce Flash projects, overseeing all aesthetic elements (character/unit sprites, environment design, audio, HUD/GUI, cinematics, splash screens etc).

With the move to Unity and the expansion of the art team, I was able to move into a more specialised role focusing on my interest in characters and narrative/cinematics.

During my time at Amuzo I successfully completed about 30 games projects of varying sizes and scopes. References and recommendations available on request.

Selected Projects

- **The Rocky Horror Show: Touch Me!** - Character rigging and animation
- **Yowie World** - Character poly reduction, rigging and animation
- **LEGO Hero Factory: Invasion From Below** - Character rigging and animation, cutscene video editing, marketing artwork
- **LEGO Star Wars: The Yoda Chronicles** - Character rigging and animation, cutscene video editing
- **LEGO Hero Factory: Brain Attack** - Character design, modelling, texturing, rigging and animation, cutscene video editing, marketing artwork
- **LEGO Chima: Speedorz** - Character rigging and animation, realtime cutscene scripting and animation
- **LEGO Ninjago: The Final Battle** - Character modelling, texturing, rigging and animation
- **LEGO Hero Factory: Breakout** - Character modelling, texturing, rigging and animation, avatar system, audio direction and implementation, henchmen design
- **CBBC Tracy Beaker: The Beakeriser/Don't Just Stand There!** - Avatar creator assets and artworking
- **LEGO Mars Mission: Crystalien Conflict** - Unit design, building design, game/level design, sprite rendering and animation, cutscene animation
- **LEGO: The Robot Chronicles** - Sprite rendering, cutscene animation, storyboarding/script, voice actor
- **BBC Radio 1: FTW** - Character design and sprite rendering
- **Domestos Turbo Fresh: Dirt Blaster** - Level intro CGI and logo design

Honors and Awards

- 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 (Gold), 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!!!)