

NICHOLE FREDLEY

GAME ARTIST

ABOUT ME

I am a visual development artist with over four years of experience designing characters, environments, and illustrations for games and animations. I am extremely motivated to create long lasting games that leave a positive impact.

CONTACT

 nicholefredley@gmail.com

 425-344-8643

 <https://www.linkedin.com/in/nichole-fredley-434302138/>

EDUCATION

Vanarts, 2012
(character animation and traditional art)

MEDIA

 nicholekfredley.weebly.com

 @nickley_art

SKILLS

- Extremely proficient in Adobe Photoshop
- Passionate about games and storytelling
- Exceptional communication skills
- Successful working in a team environment, as well as independently
- Flexibility to taking on multiple roles

WORK EXPERIENCE

Self-Started Project, Endora's Box

OCT 2014 - CURRENT

- Designed all game assets, UI, backgrounds, and characters
- Animated characters and event sequences
- Wrote and developed story and dialogue into a script
- Hosted weekly SCRUM meetings to distribute work

GameQBator, lead artist

MAY 2017 - JUNE 2018

- Designed, textured, and animated multiple 3D models
- Built immersive multiplayer maps and UI
- Modeled high and low poly assets in Blender
- Created ads for marketing campaign

Titmouse, art intern

OCT 2013 - JAN 2014

- Performed clean-up animation for a Nickelodeon pilot
- Assisted in organizing storyboards