

# NICOLAS WILLIAMS

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## OBJECTIVE

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To offer my VFX and Technical skills for the position of Senior VFX Artist or Technical Artist.

## WORK EXPERIENCE

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**Lead VFX Artist/Technical Artist (Staff)** Dec. 2008 – Present  
United Front Games, Vancouver, B.C.

**Tomb Raider: The Definitive Edition** (XboxOne - Action)

**Little Big Planet Karting** (User Generated Content)

**Sleeping Dogs** (Open World)

**Sony Modnation Racers** (Karting)

- VFX for XboxOne, PS3, Xbox360, PC
- All VFX Art created from scratch (No legacy VFX existed)
- Drive and build a new VFX Pipeline from the ground up with support from engineering
- Sole VFX Artist for Modnation Racers
- Sole VFX Artist for Little Big Planet Karting
- Destruction sequences
- Train junior VFX Artists and Technical Artists
- Hire engineering support and VFX Artists

### Awards:

#### *Little Big Planet Karting*

- IGN – E3 Best Racing Game

#### *Sleeping Dogs*

- IGN – E3 Best New Franchise
- IGN – Best PS3 Action Game
- INC Gamers – Best Action Game 2012
- Destructoid – Best Action Game 2012

#### *Modnation Racers*

- Spike T.V. Nominated for Best PS3 Game
- Spike T.V. Nominated for Best Driving Game
- AIAS Nomination for Best Racing Game

Lead VFX Artist/Technical Artist (Staff)  
Electronic Arts Black Box, Vancouver, B.C.

Jan. 2007 – Jan. 2009

### **Need For Speed Pro Street**

### **Need For Speed Undercover**

- VFX for Current Gen (PS2, Wii) and Next Gen (Xbox360, PS3, PC)
- Lead a team of VFX Artists, to create particle VFX, destructible objects and major game play moments (pursuit Breakers) for NFS Undercover
- Lighting Pipeline development
- U.I. and script creation for automation of tasks

Technical Director VFX and Lighting (Staff)  
Rainmaker Animation, Vancouver, B.C.

Sept. 2004 – Jan. 2007

- Advanced troubleshooting for VFX and Lighting departments
- Team lead for Maya specialty projects (Lighting, Comp, TD)
- Pipeline development and creation
- U.I. and script creation for automation of tasks

### **“Need For Speed” – Pro Street Visual Target Render (EA – NextGen)**

- Established VFX and produced Tire skid marks VFX, Tire smoke VFX, Radiator steam VFX
- Vehicle lighting establishment and Vehicle shading development using HDRI and Mental Ray shading
- Troubleshooting for XSI to MAYA conversion of scene files

### **“Astronauts of the Future” – Mainframe HD Feature Film Pitch**

- Supervisor for Mainframe’s first HD Demo Reel and Feature Film Pitch
- Compositing Establishment of key sequences
- Lighting Establishment of key sequences
- Technical troubleshooting of Lighting, Rendering (Mental Ray), and Shading

### **E3 Technology Demo - EA NextGen (PS3)**

- Established and produced lighting of sequences
- Troubleshot and enhanced shading
- Rendered sequences

## Lighter/Pipeline Development

Rainmaker Animation, Vancouver, B.C.

### **Tony Hawk “Boom Boom Sabotage”**

- Lighting Establishment
- Scripted a lighting interface to automate aspects of our lighting pipeline
- Composited Shots for Tony Hawk

## Render TD/Compositor

Rainmaker Animation, Vancouver, B.C.

### **Fairytopia “Mermadia”**

- Troubleshooting problem sequences to be rendered
- Composited Shots for Fairytopia 2

## VFX Artist

Rainmaker Animation, Vancouver, B.C.

### **Max Steel “Forces of Nature”**

- Developed key VFX for Max Steel sequences
- Trained junior VFX artists

## Technical VFX Artist

Rainmaker Animation, Vancouver, B.C.

### **“Barbie and the Magic of Pegasus”**

- Technical support on proprietary cloth & hair simulation
- VFX creation
- VFX Rig development

## Lead VFX Artist/Compositor

Rainmaker Animation, Vancouver, B.C.

### “Stuart Little 3”

- VFX creation and development
- Compositing
- Designed and scripted an interface to automate the creation of pass breakdown for all shots in our pipeline
- Scripted the interface to render farm for pass rendering
- Trained new team members on the pipeline
- Trained Render Wranglers on custom render pipeline

## VFX Instructor

Mar. 2006 – Oct. 2006

VanArts, Vancouver, B.C.

- Advanced Particles, Lighting, Texturing
- Taught advanced Visual effects techniques (Maya)
- Mentored students in their final VFX class

## VFX Instructor -VEPRO 500

Apr. 2005 – Aug. 2005

The Art Institute (C.D.I.S.), Burnaby, B.C.

- Taught advanced Visual effects techniques (Maya)
- Mentored students in their final VFX class

## Freelance 3D Generalist

May 2002 – May 2004

Trident Multimedia Design Ltd, Vancouver, B.C.

- 3D modeling, texturing, animation, lighting
- Website creation for clients
- Customized system building and technical support

## EDUCATION

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Visual Effects and Digital Animation Masters 1999 – 2002  
C.D.I.S. Burnaby, B.C.

- VEDAM Diploma (Highest level of Visual Effects Certification)

Computer Science Degree (Not completed) 1997 – 1999  
Simon Fraser University, Vancouver, B.C.

- 2.5 years C++ programming
- 2 years Higher level math (engineering calculus)

## TECHNICAL SKILLS SUMMARY

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- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Unity
- Softimage XSI (R.I.P.)
- Eyeon Fusion
- Max Scripting (2 years at production level)
- XSI scripting (Visual Basic Scripting at Mainframe 2.5 years)
- Mel Scripting (2 years)
- HTML Programming (3 years)
- C++ Programming (2 years at University level)
- Pascal Programming (3 years)

## PERSONAL PROFILE

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- Strong problem solving skills
- Works well in team environments and independently
- Organized and detail oriented
- Strong communication skills both verbal and written
- Fluently speaks English and German

## HOBBIES/INTERESTS

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Video games, skiing, weight lifting, volleyball, running, sailing, biking

## REFERENCES

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Available on request