N A T H A N   L O M B A R D I

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PROFILE:

2018-Current: Lead Artist, Digital Eclipse/Other Ocean
Character lead artist directed as well as created high and low poly models, models with normal maps and hand painted or realistic textures as well as character concepts. Rigged character models. Generated 2d character art. Created 3D environmental art, props and UI art.

2020-2021: Contract Artist, Atomic Mass Games
Digital sculptor for Atomic Mass Games utilizing ZBrush exclusively to create rapid prototyping ready miniatures.

2015-2018: 3D Sculptor, 3D Engineer, Privateer Press
Digital Sculptor for Privateer Press utilizing ZBrush exclusively to create rapid prototyping ready miniatures. Engineered models digitally with working with production to work with molds. Approve miniatures from contract artists for production.

2015-2016: Contract Artist, Linden Lab
Contract Artist created current generation character models, outfits, PBR textures and environments for Project Sansar. Offered consultations for workflow and engine support.

2014-2015: Contract Artist, Cool Mini or Not
Contract Digital Sculptor for Cool Mini or Not utilizing ZBrush exclusively to create rapid prototyping ready miniatures. Created three dimensional miniatures with minimal concept art, while in constant communication with Cool Mini or Not for approvals, feedback as well as input from mold makers. Resculpted submitted miniatures provided by other artists that failed to meet standards.

2014: Contract Artist, ROBLOX
Worked closely with artist and directors to update outdated textures and create normal maps.

2014: Contract Artist, Z2
Created a high poly version of an existing character, textures as well as environment for promotional video. Created a low poly in-game character with UV and texture maps.

2012-2015: Contract Artist, Pipeworks
Contract Artist created mobile ready vehicles, characters and environments as well high poly models for normal map generation. Created efficient UV maps as well as textures. Generated and animated environments for PC and current generation consoles.

2003-2012: Artist, Griptonite Games/Foundation 9/Glu Mobile
Character Artist and Senior/Lead Environment Artist

SUMMARY OF QUALIFICATIONS:

An art industry professional with over twenty two years experience specializing in creating detailed hard surface and organic models for both games and miniatures. A highly regarded character and environmental artist as well as a generalist with ability to create any art needed for projects. Worked with a variety of different teams and team sizes as well as multiple clients such as: Activision Blizzard, Ubisoft, SEGA, Marvel, Electronic Arts, Disney, SNK and Lucas Arts. Demonstrating easy adaptation to creative challenges, strict deadlines and the ability to turn the roughest designs into art of the highest quality. *(Continued)*

CREDITS:

3D Characters, Rigging, Model Approvals and or Animations:
Wizardry, Digital Eclipse, 2024
Project Sansar, Linden Lab, 2015
Paradise Bay, Z2, 2014
Promotional Video, Z2, 2014
World Series of Poker: Full House Pro, Microsoft, 2013
Death Dome iOS, Glu Mobile, 2012
Samurai vs. Zombies iOS, Glu Mobile, 2012
Captain America DS, Sega, 2011
Iron Man 2 DS, Sega, Marvel, 2010
The Princess and the Frog DS, Disney Interactive Studios, 2009
X-men Origins: Wolverine DS, Activision
Age of Empires: Mythologies DS, THQ, 2008

3D Backgrounds and Background Animations:
Wizardry, Digital Eclipse, 2024
Teenage Mutant Ninja Turtles: The Cowabunga Collection, Konami 2022
Roller Coaster Tycoon World (Moved to Another Studio), Atari 2015
Wreck-it Ralph DS, 3DS, Wii, Activision 2012
Captain America DS, Sega, 2011
Kung Fu Panda 2 DS, THQ, 2011
Assassin's Creed: Lost Legacy 3DS (Cancelled), Ubisoft Montreal, 2010
Disney Friends DS, Disney Interactive/Buena Vista Games, 2007
Lego Star Wars II: The Original Trilogy DS, Lucas Arts, 2006

2D Backgrounds and Background Animations:
Age of Empires: Mythologies DS, THQ, 2008
Pirates of the Caribbean: Dead Man's Chest GBA, Buena Vista Games, 2006
Ice Age 2: The Meltdown GBA, Vivendi Universal Games, 2006
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe GBA, Buena Vista Games, 2005
LEGO Star Wars: The Video Game GBA, Giant Interactive Entertainment/Eidios, 2005

Concept Art:
Wizardry, Digital Eclipse, 2024
Assassin's Creed: Lost Legacy 3DS (Cancelled), Ubisoft Montreal, 2010
Iron Man 2 DS, Sega, Marvel, 2010
Age of Empires: Mythologies DS, THQ, 2008

UI Art:
Teenage Mutant Ninja Turtles: The Cowabunga Collection, Konami, 2022
Blizzard Arcade Collection, Activision Blizzard, 2021
Samurai Shodown NeoGeo Collection, SNK Corporation, 2020
Marvel Super Hero Squad: The Infinity Gauntlet 3DS, THQ, 2011
Captain America DS, Sega, 2011
Iron Man 2 DS, Sega, Marvel, 2010
Age of Empires: Mythologies DS, THQ, 2008

Miniatures:
Atomic Mass Games
Privateer Press
Cool Mini or Not (CMON)