

Devin Nickoloff

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PROFESSIONAL SUMMARY

3D Motion Designer with over 19 years of professional experience in product rendering, VFX, and interactive experiences. Primary tools of expertise: Unreal Engine, Maya, Blender, Cinema 4D, Substance, After Effects, PS, and Illustrator.

EXPERIENCE

Senior 3D Generalist

August 2024 - February 2025

Authors, Remote Contract

- Responsible for delivering VFX shots, photo-real product renders, and motion graphics.
- Provided 3D consultation to streamline a CAD-to-render pipeline.

Senior 3D Artist

February - May 2024

CYLNR, Remote Contract

- Crafting motion graphics 2D and 3D content with Blender and After Effects for a unique American Express campaign.

Associate CG Director

October 2022 - March 2023

Dentsu Creative, Remote Contract

- Created marketing content for several GMC product campaigns.
- Instrumental in creating an interactive desktop and mobile experience for the GMC Sierra EV Denali product announcement.

Senior 3D Artist III

September 2020 - August 2022

Google, Remote Contract

- Developed app-ready 3D assets, prototypes, and spec docs for Google Maps and AR experiences.
- Designed 3D motion for Google Maps Live View assets.
- Animated motion graphics for Google IO demonstrations.
- Worked closely with engineering partners to create functionalities culminating in successfully integrating a new 3D rendering system.

Technical 3D Director

February 2022 - March 2022

LookDeep, Remote Contract

- Delivered photo-real hospital room scenes with an animated patient in various scenarios, rendered images with custom labels, and scene content to be used for Machine Learning
- Authored CG instructions and created a user manual for editing the scenes.

Senior 3D Artist

May 2019 - July 2020

Visual Concepts, Novato, CA

- Created and integrated 3D game content for AAA games NBA 2K20 and NBA 2K21 standard and next-gen versions.
- Designed UI and UX for several aspects of gameplay and integrated all assets using a proprietary system

Senior Animator**April 2018 - April 2019****Sony Interactive Entertainment, San Mateo, CA**

- Collaborated with a small team to create product videos, reveals, sizzle reels, VR experiences, and SIE marketing campaigns for several AAA games, IPs, and collaborations with Nike.
- VFX directed several still and live-action shots for 3D productions; tracked shots, modeled, textured, rigged, lit, and animated content.

3D Generalist**April 2017 - March 2018****Viscira, San Francisco, CA**

- Created CG science content for top pharmaceutical companies showcasing MoA's and MoD's.
- Worked closely with scientific advisors to make accurate animations of biomolecular interactions.
- Designed style frames, modeled high and low poly molecules, simulated particle animations using accurate nanoscale physics parameters, and designed blueprints for storytelling in Unity.

3D Motion Designer**May - November 2016****First Person, San Francisco, CA**

- Developed a large interactive installation for G.E., which leveraged VR, AR (HoloLens), and touch screens to overlay interactive content on a power grid diorama that traveled to energy expos worldwide.
- Animated motion graphics for interactive kiosks and explainer videos for G.E. and Cisco.
- Responsible for producing high-end 3D renders for broadcast, web, and print.

3D Generalist**March - April 2016****Swirl, San Francisco, CA**

- Assisted in developing a real-time 3D web platform for interactively showcasing product features for Juniper Networks products.
- Delivered product models with animations for efficient real-time web viewing.
- Photographed products to make textures that created a photo-real interactive web experience.

Animator**June 2015 - February 2016****Intel, Remote Contract**

- Designed and animated 2D and 3D slides and videos for theatrical presentations at CES, Intel 360, and ISMC for CEO Brian Krzanich, Data Center Group SVP Diane Bryant, and CMO Steve Fund.
- Animated visuals for live shows by Bruno Mars, The Fray, Young the Giant, and Mix Master Mike

3D Artist**July - October 2014****Apple, Sunnyvale, CA**

- Created product renders and wallpapers for iOS 8, showcased in global marketing campaigns for the iPhone 6 and 6 Plus, Apple Watch debut, and iPad Air 2.

SKILLS

Skills: Maya, Cinema 4D, Blender, Substance Painter, Z-brush, Adobe Creative Suite, Unreal Engine, Redshift, Octane, Cycles, modeling, painting textures, rigging, animation, lighting, rendering, and UX.

EDUCATION**Full Sail University, August 2001 - June 2003**

Degree in Computer Animation