

Devin Nickoloff

Senior 3D Artist

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PROFESSIONAL SUMMARY

Senior 3D Artist with 10+ years of experience in hard surface modeling, retopology, UV creation, texture baking, and real-time asset optimization for top-tier brands including Apple, Google, Sony, Amazon, and Fortune 500 companies. Expert in delivering production-ready assets across marketing, product visualization, and interactive applications—bridging the gap between industrial design accuracy and real-time performance. Proficient in PBR workflows, LOD pipelines, and AR/VR platforms, with a strong track record of cross-functional collaboration and leading asset production from concept to launch. Leverages AI tooling (Tripo, Claude, generative workflows) to enhance efficiency without compromising fidelity.

CORE COMPETENCIES

Hard Surface Modeling	Clean geometry & edge flow · Precision product modeling · High & low-poly · CAD conversions
Retopology & UVs	High-to-low poly optimization · UV unwrapping & layout · Efficient UV islands ·
Texturing & Baking	PBR texture authoring · High-poly-to-low baking · Substance Painter & Designer · Photoshop
Real-Time Optimization	LODs · Texture atlases · Polygon budgets · WebGL · GLB / USDZ formats
3D Software	Maya · Cinema 4D · Blender · Unreal Engine · ZBrush · Substance Painter · Redshift · Octane · Cycles
Rigging & Animation	Hard surface & Organic skeletal rigs · Advanced controls for animation · Product sizzles · After Effects
AR / VR & Interactive	Unreal Engine · Unity · AR/VR pipelines · Real-time web · Interactive installations
AI & Workflow Tools	Topaz AI · Claude · Sora · Meshy · Tripo · Figma · Generative workflow integration
Collaboration	Cross-functional teamwork · Pipeline authoring · Proper_Naming_Conventions

EXPERIENCE

Senior 3D Artist

Sep 2025 – Mar 2026

AY-OK · Remote Contract

- Modeled and delivered hard surface 3D assets for Amazon Fire TV marketing campaigns, optimizing geometry and textures for digital and broadcast deliverables.
- Managed full production pipeline—modeling, UV layout, texture baking, compositing—using Maya, After Effects, Mocha, Topaz AI, and Figma.

Senior 3D Generalist

Aug 2024 – Mar 2025

Authors · Remote Contract

- Produced hard surface product animations and 3D motion graphics for Meta and Udemy, maintaining precise geometry and brand-accurate visual quality.
- Consulted on and rebuilt a CAD-to-render pipeline, improving retopology workflows and reducing production time across the team.
- Tools: Blender, After Effects, Mocha, Topaz AI, Figma.

Senior 3D Artist

July - Aug 2024

CYLNDR · Remote Contract

- Created hard surface and product-based 3D assets for a high-profile American Express campaign, ensuring clean topology and high-fidelity texturing across deliverable formats.

Associate CG Director

Oct 2022 – Mar 2023

Dentsu Creative · Remote Contract

- Led 3D asset production for GMC product campaigns—modeling vehicles and environments with production-quality topology, UVs, and PBR textures.
- Directed the interactive real-time experience for the GMC Sierra EV Denali launch in Unreal Engine, overseeing hard surface modeling, LODs, and real-time optimization for desktop and mobile.

Senior 3D Artist

Sep 2020 – Aug 2022

Google · Remote Contract

- Developed app-ready 3D assets for Google Maps and AR experiences, authoring spec docs and optimizing models for real-time mobile rendering constraints.
- Applied rigorous retopology, UV layout, and texture baking practices to ensure assets met polygon and performance budgets across platforms.
- Partnered with engineering to integrate a new real-time 3D rendering system, bridging design and development with prototype assets and technical documentation.

Senior 3D Artist

May 2019 – Jul 2020

Visual Concepts (NBA 2K) · Novato, CA

- Built and optimized hard surface and character 3D assets for AAA titles NBA 2K20 and NBA 2K21, managing polygon budgets, LODs, and UV layouts for real-time next-gen rendering.
- Designed UI/UX assets and integrated all deliverables through a proprietary engine pipeline with strict technical requirements.

Senior Animator / VFX Artist

Apr 2018 – Apr 2019

Sony Interactive Entertainment · San Mateo, CA

- Modeled, textured, rigged, and animated hard surface assets for AAA game marketing and Nike collaboration campaigns—overseeing shot tracking, lighting, and end-to-end VFX production.
- Produced sizzle reels, product reveals, and VR experiences, ensuring assets met both creative and technical delivery standards.

3D Artist — Earlier Career

2014 – 2018

Viscira · First Person · Intel · Apple

- Apple (2014): Modeled and rendered hard surface product assets for iOS 8 global marketing—iPhone 6, Apple Watch, and iPad Air 2 launch campaigns.
- Intel (2015–16): Created optimized 2D/3D assets for live CEO keynotes at CES; delivered real-time show visuals for large-scale broadcast productions.
- First Person (2016): Built real-time interactive installation for GE using AR (HoloLens), VR, and touchscreens—handling 3D modeling, optimization, and pipeline integration for worldwide expo deployment.
- Viscira (2017–18): Modeled high and low-poly biomolecular assets with accurate nanoscale physics, applying retopology and particle simulation for pharmaceutical CG productions.

EDUCATION

A.S. Computer Animation

2001 – 2003

Full Sail University