



NICOLAS COLLINGS - Character Modeler

Nationality: Belgian

DoB: 08 April 1983

Email: ncollings1@hotmail.com.

Tel: +32 473 30 83 62 Currently living in Belgium (*willing to relocate*)

Portfolio : <http://sillord.free.fr>

Linked-in : <http://www.linkedin.com/in/nicolascollings>



OBJECTIVE

To work as a *Character Modeler* in an environment that will allow me to further develop my creative and technical skills in Game, Film or Animation Industry.

SKILLS

- Character Modeling (Realistic Human/Monster/Cartoon/Robots/...)
- HiPoly Modeling for In-game or Cinematic
- Lowpoly Modeling + Baking Maps (Normal/AO/...)
- Strong focus on Anatomy
- Advanced user in Mudbox/Zbrush
- Dedicate to my work/TeamPlayer

WORK EXPERIENCE

2007 -current -[Larian Studios](#) -*Senior Character Modeler* - Gent - Belgium

- * Duties: HiPoly and LowPoly Modeling | Baking Maps (Normal/AO/...) | Texturing.

2006 -[Walking The dog](#) -*Reinforcement Character Modeler* - Brussels – Belgium

- * Duties: Modeling character + some props for a short film

2005 -2006 - [Spirit Production](#) -*Character Modeler* - Brussels – Belgium

- * Duties: character modeling + texturing + skinning + Facial Blendshape

2005 -[Oniria Pictures](#) -*Intern Character Modeler* – Luxembourg

- * Duties: character modeling + texturing + skinning + Facial Blendshape

PRIMARY SOFTWARE

3dsmax - Zbrush - Mudbox - Photoshop - Bodypaint – Perforce

EDUCATION

- Discreet Training on Mental Ray / April 2006
- Discreet Training on Combustion / October 2005
- Graduated in Computer Graphics at HERS / 2002-2005

LANGUAGES

French: Mother Tongue | English: Fluent

ACHIEVEMENTS

Published many times in 3dcreative magazine. (Making of + Q&A article)

Received award from 3dtotal, 3dstation and DigitalArtworks

Image featured in 3dworld mag

Digital Double Article Published on CgArena.com