

## NICK KIPPES

Austin, TX

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## WORK HISTORY

Lead Creative / 2020 - Present / [WIN Reality](#)

Managing art development and leading UX design for a subscription-based, VR training application for baseball and softball; from MLB to youth athletes.

- Working directly with Business/Product stakeholders and other team leads to plan and continually refine scope of development on 6-week work cycles
- Managing and directing a team of artists across different disciplines, remote and on-site
- Primary development role: designing improved or new UX that adhere to the product roadmap
  - Working directly with team leads to manage collaboration

Lead Artist / 2019 - 2020

Led art efforts on initial development of that product, including porting from PC to mobile.

- Designed, created, implemented and optimized: environment and UI assets
- Collaborated with Business and Engineering to refine scope while still meeting product vision
- Directed contracted artists and worked with off-shore art resources to improve their processes
- Researched, designed and documented: photography, photogrammetry and videography workflows used for asset generation
  - Directed on-site resources to improve efficacy

3D Artist / 2018 - 2019 / [Think Chromatic](#)

Contract art production of home furnishing assets.

- Modeled and wrapped assets to spec from photographic and scanned reference
- Reviewed, optimized and strengthened modeling detail of assets from other artists
- Mentored other artists and iterated on workflow documentation to improve efficacy

Lead Artist / 2015 - 2018 / [Virtuix](#)

Led art efforts on multiple VR FPS titles; specialized for high-throughput arcade and FEC environments.

- Responsible for all aspects of art production on all titles; managed and directed contract artists
- Collaborated heavily with Designers and Engineers to test and iterate on features
- Provided art and UX support for other teams including Marketing, Web and Product Design
- Designed, focus-tested and iterated upon UX for
  - Game and hardware tutorials, and onboarding for arcade operators and consumers
- Worked with Business and fellow developers to set quarterly milestones

3D Artist / 2013 - 2014 / [N-Fusion Interactive](#)

Contract art production for PC and mobile titles.

- Modeled, textured and wrapped hard surface and organic props
- Reviewed and optimized assets from other artists

## PLATFORM EXPERIENCE

PC / MOBILE  
OCULUS RIFT / QUEST / QUEST 2  
HTC VIVE / HTC VIVE 2

## PRODUCT EXPERIENCE

B2C / B2B2C  
LIVE SERVICE / SUBSCRIPTION  
HOME / ARCADE

**Education: Full Sail University / 2008 - 2010 / *Bachelors of Game Art***