

NICHOLAS KIPPES

kippernicus.com

WORK HISTORY

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

Building and directing a team of artists across different disciplines for production on a subscription-based, VR application for baseball and softball athletes.

- Working directly with stakeholders and leads to scope and plan development on 6-week work cycles
- Transferring product vision to Art and Creative team; providing direction and mentorship and ensuring deliverables are on-time and meet or exceed spec
- Designing improved or new UX; collaborating with other leads to ensure proper scope and implementation feasibility

Lead Artist / 2019 - 2020

Owned Art production on initial product development, including porting from PC to VR, then tethered to mobile.

- Designed, created, implemented and optimized: environment, UI and userflows
 - Collaborated with engineering to refine scope while still meeting product vision
- Mentored and directed external art production
- Researched and designed: photography and videography workflows to improve asset quality and hasten production

3D Artist / 2014 - 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 to hasten and improve production quality

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

Owned Art production on multiple VR FPS titles ([Omni Arena](#), [Training Ops](#), [Shadow Ops](#)); specialized for high-throughput arcade and FEC environments.

- Collaborated heavily with Designers and to increase accessibility for new VR users
- Provided art and UX support for other teams including Marketing, Web and Product Design
- Designed, focus-tested and iterated UX for:
 - Game and hardware tutorials, 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 games ([Ember](#), Space Noir(N/R)).

- 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 & UX EXPERIENCE

B2C / B2B2C
LIVE SERVICE / SUBSCRIPTION
HOME / ARCADE

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