

Nathan Manikas

Digital Illustrator

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Proficiently utilizes time and inspiration to create effective designs and images. Able to contribute to entire design process, from idea generation to finished product. Enthusiastic team member and project leader adept at managing fellow associates while achieving creative results.

EXPERIENCE **Lead Artist:** Archetype Global, 2014 – 2017

Responsible for creation of all primary in game art assets, including environmental objects and UI elements. Also acts as a secondary game designer influencing art direction, level design and basic game functionality.

Lead Concept Artist: Flysoftworks, 2014 -- Present

Leads the visual team in producing concept images and visual reference guides for the 3D team. Assists in level design, plot development and core design elements.

Art Director: Boundless Studios, 2012 – 2014

Headed the art team during several game and app development cycles. Managed several team members and coordinated assignments during several concurrent projects.

EDUCATION **BACHELOR OF FINE ART:** Kendall College of Art and Design

(Grand Rapids, MI), 2008 – 2012

Completed game design internship with Ironbelly Studios. Graduated with high honors, Dean's List Member during every semester and received the Studio Excellence Award upon completion of studies. Granted customized gallery space to recognize exceptional talent as part of graduation ceremonies.

PROJECTS **Masochisia:** Archetype Global- 2015

Lead artist for project. Responsible for visual tone and entire background visual library. Successfully published game three months ahead of schedule to positive reviews.

Tesla Breaks the World : Archetype Global- 2014

Produced total in game visual and UI library. Successfully shipped game within original time frame.

SKILLS **SOFTWARE:** Proficient with the Adobe Creative Suite, specializing in Photoshop. Experience with Sketchup, Lightwave and Microsoft Office programs.

APPLICATIONS: Concept art, illustration, level design, storyboards, user interface, and game design.