

Nathan Manikas

Creative Professional

Contact Information

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Work Experience

Lego Brand Retail, Troy, MI Supervisor

10.2015 -present

Efficiently manages daily in store operations. Continually utilizes teamwork and oversight skills to increase store productivity and employee participation. Handles in store shipment and inventory organization. Streamlines merchandise storage and handling procedures, effectively saving time and employee effort.

Archetype Global Art Director

01.2013 – 10.2017

Responsible for the creation of all primary in game art assets, including but not limited to environmental asset designs and user interface elements. Also functions as a secondary game designer influencing art direction, level design and basic game functionality. Demonstrated efficiency by shipping last game three months ahead of schedule.

Flysoftworks Concept Artist

08.2014 – present

Leads visual team in producing workable concept images and visual reference guides for the 3D team. Utilizes management skills to coordinate various on staff skill sets to facilitate design shifts. Assists in level design, plot development and core design elements.

Crate and Barrel, Troy, MI Merchandise Associate

09.2015 – 04.2017

Manages and supervises on site display work. Utilizes newly pioneered techniques and internal organizational knowledge to increase fellow employee efficiency. Leads by example when handling display work and encourages a hands on approach.

Education

Bachelors of Fine Arts-Kendall College of Art and Design 2008-2012

Completed Game Design Internship with Ironbelly Studios. Graduated with high honors and received the Studio Excellence Award.

References

Micah Hymer- micah@micahhymer.com- Lead Developer and Founder of Archetype Global
Estie Bothma- estie1@live.co.uk- Lead Designer and Founder of Flysoftworks
Michael Galante- Michael.galante@lego.com- Manager of Somerset Lego Brand Retail