

Nathaniel Moody

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Education

Indiana University, School of Informatics, Indianapolis, IN - Dec 2012
Bachelor of Science in Media Arts and Science with High Distinction, GPA 3.749
Specialization in Digital Storytelling

Skills

- Concept Art
- Digital Painting
- Storyboarding/Cinematography
- Game Design
- UI/UX Design
- Agile/Scrum Methodology
- Comic Art
- Graphic Design
- 3D Character Design
- 2D traditional animation/character design
- 2D rig design and animation
- Unity 3D
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Adobe Premiere
- Adobe InDesign
- Microsoft Office
- Autodesk Maya
- Adobe AfterEffects
- Adobe Audition

Experience

Draw It to Know It LLC

Medical Illustration, After Effects Animation, Audio Editing, Video Compositing
August 2015 – February 2016

Yellow Pages Group

Graphic Designer (*Level 3*)
July 2014 – August 2015

Evanced Solutions, LLC – Evanced Games

December 2012 – June 2014

Graphic Designer – February 2014 – June 2014

- Develop graphic artwork for promotional materials
- Develop style guide for marketing materials
- Troubleshoot existing processes for inefficiencies and improvement

Illustrator – December 2012 – January 2014

- Develop 2d art concepts and illustrations for educational games
- Design educational game concepts
- Design and develop art assets within the technical requirements for mobile platforms within the Unity 3d engine
- Guide game team production through the agile method

Kaman's Art Shoppes, Inc. - Indianapolis Zoo,

March 2011 – December 2011

Lead Caricature Artist

- Draw caricatures for patrons of the zoo in a retail setting

Section: Grants & Research

Title: "Creatures Classified!" Spore Research Grant, \$40,000, 2010-2011

Recipient: IUPUI PI: Prof. Mathew A. Powers,

Co-PIs Prof. Tony Faiola, Prof. Jennifer Stewart, Prof. Clint Koch

Donor Organization: MacArthur Foundation/HASTAC

Position: Co-PI, Story Lead, and Artist

Responsibilities:

- Lead a story team to create overarching narrative for game structure
- Work with Level Leads to ensure continuity was maintained, within narrative, gameplay structure, and design

- Work with Art team to bring story input into design prompts
- Develop digital paintings to detail the “Field Guide” or textbook
- Develop creature and character designs for the cinematic and game

Homeland, Runescape Studios, August 2010 – December 2011

Art Director (volunteer)

- Develop visual style of game, and manage a team of artists for visual development
- Design characters and visual motifs of Homeland universe
- Direct and provide feedback to artists
- Communicate design concerns and issues to project leads
- Develop character sheets to be developed into 3D models for gameplay

Honors and Awards

Alpha Lambda Delta and Phi Eta Sigma IUPUI Honors Society, 2008 – 2012

IUPUI Dean’s List –

Fall 2009 – 2012

Activities

Event Coordinator, Exhibition Chair, IUPUI ACM SIGGRAPH Student Chapter, January 2009- December 2010