

Nate Rulli

SENIOR ENVIRONMENT ARTIST

Strengths

- Accomplished 3d artist with nineteen years of professional experience
- Creating detailed and aesthetically pleasing environments
- Producing procedural, realistic and seamless textures
- Flexible with collaboration across multiple disciplines

Experience

Senior Environment Artist - Unannounced Open World Title **Hoyoverse Santa Monica, CA - Oct. 2022 - Present**

- Ownership over a large level, working directly with concept and level design
- Co-ordinating with other teams across North America and Asia

Senior Environment Artist - Star Wars: Jedi Fallen Order and Survivor

Respawn Entertainment Los Angeles, CA - Aug. 2018 - Sept. 2022

- Ownership over certain in-game levels, creating everything from blockout to polish phase. Delegated some tasks to a newer artist on the team.
- Worked closely with level design, with and without concept support

Environment Artist - Rocket Arena

Final Strike Games Bellevue, WA - April 2017 - July 2018

- Create hard-surface and organic assets based on a design blockout and concept art.
- Generate procedural tiling and unique baked textures for use with material blends.

Environment Artist - Middle-Earth: Shadow of War

Monolith Productions Kirkland, WA - June 2016 - March 2017

- Created realistic environments and props based on concepts and photo reference.
- Generated tiling and one-off textures, and utilized blends through masking.
- Set construction and prop placement.

Lighting Artist - Forza Motorsport 6

Microsoft Turn 10 Studios Redmond, WA - Jan. 2015 - May 2016

- Created track specific lighting based on day, night, and wet conditions.
- Created head/tail light profiles and glows.
- Analyzed, interpreted, and modified game meshes for UV, LOD, and RTT requirements.
- Utilized dynamic and baked lighting based on performance needs.

3D Artist

Kenneth Park Architects New York, NY - May 2012 - Dec. 2014

- Produced photo-realistic and schematic renderings of conceptual designs.
- Collaborated with in-house architects on design visualization, fund-raising, and marketing presentations.

3D Artist

AP Digital Studio New York, NY - Jan. 2004 - Nov. 2011

- Collaborated with NY based firms on design visualization and marketing presentations.
- Created material, lighting, and spatial design alternates for the client to choose from.

Contact

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Software

- 3ds Max
- Maya
- Zbrush
- Substance Designer
- Substance Painter
- Marvelous Designer
- Houdini
- Quixel Mixer
- Photoshop
- Unreal 4
- Vray

Education

- Bachelor of Science in Computer Animation
- Art Institute of Philadelphia
- Philadelphia, PA
- Oct. 1999-Dec. 2002