

Jared Nickerl

760.688.8214 • nickerl.jared@gmail.com • 12831 S. Ellerbeck Ln, Draper, UT, 84020
portfolio link: <https://www.jarednickerlart.com/concept-design.html>

Education

Brigham Young University
Major: Design Bachelor of Fine Arts & Illustration
Expected graduation: June 2022

Relevant Coursework

Figure Drawing, Painting in Light and Color, Anatomy, Character Design and Visual Development, Intellectual Properties Development, Digital Sculpting in ZBrush, Modeling and Texturing for Games (Maya and Substance Painter), Color Theory, Design and Composition, Environment and Visual Design

Work Experience

Brigham Young University (BYU)

Visual Developer, Illustrator, Concept Artist and Color Artist

April 2017–April 2018

- Collaborated with a team of artists to create over 10 finished assets on BYU videogames “Avast Ye!” and “Dungeon Divers”
- Hand-painted textures and surfaces of those assets using a blend of Photoshop, Maya and Substance Painter.
- Pitched gameplay ideas, log lines, and created character, environment and prop concepts for BYU Intellectual Property “The Great Race”

Optimize Play

Way of the Road, Illustrator, Concept artist

May 2021–November 2021

- Paint quality finished illustrations and use sketches to sell and demonstrate visual ideas
- Develop finished-quality illustrations and designs, including:
 - 73 creature cards
 - 8 character designs and splash illustrations for playable heroes
 - Final box key art and instruction manual, (including graphic design elements)
 - Game board and environment design, including 26 unique tiles
 - Use principles of light and color, composition, and visual design to promote a strong sense of storytelling
 - Strong application of marketing and designing for specific audiences

Unannounced Project

November 2021–Present

Freelance Illustrator

- Illustrate narrative/thematic full size paintings for undisclosed massive-scale project
- Closely match aesthetic of the project while maintaining strong personal voice
- Collaborate with other professional concept artists and art directors by giving paintovers, ideation and feedback

Skills

Adobe Photoshop (extensive)
Procreate (extensive)
ZBrush (extensive)

Word processing, Excel and PowerPoint
Autodesk Maya
Substance Painter