

Nathan Stiffler

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Objective

Creative experience in the game industry, with an emphasis on character design. With every project expand my breadth of knowledge, and learn new technical pipelines that make my work more efficient and awesome looking. Deliver a high quality product on time.

Software

Zbrush, Maya, Photoshop, After Effects, 3D Coat, xNormal, Premiere, Substance Designer, Knald, dDO, Marmoset Toolbag, Unreal Engine 4.

Skills

3D modeling: High poly concept sculpts and low poly meshes optimized for game engines. Texture painting and baking. Photo and normal mapping. PBR materials workflow. UV mapping/unwrapping. Re-topology/resurfacing of Scan Data. Rigging. Modular Clothing design.
Traditional art: Woodblock and screen printing; sculpting; oil, acrylic, and digital painting, comic illustration; pencil, charcoal, figure drawing. Human anatomy.

Experience

Adobe Systems – Pro Digital Imaging, San Francisco, CA **June '15 – Oct. '15**
3D Modeling Marketing Intern – Modeling and optimization of outsourced 3D scan data for a mocap animation. Research and conversion to current PBR techniques. 3D Models for Adobe FUSE.

Mixamo (acquired by Adobe) - San Francisco, CA **Jan. '15 - June '15**
Marketing Video Production Editor - Create promo material (editing video, and posed images) for GDC 2015 highlighting indie devs.' using Mixamo products. Prop and asset modeling. Creation of tutorial and learning materials.

BrowneINC. – Ad Agency, San Francisco, CA **Feb. '14 – Sept. 14**
Animating and Editing Video footage - "A Message From Sheryl Sandberg, A Message from John Donahoe, A Message from Sheryl & John" for Second Harvest Food Bank. Additional ads for Las Vegas based Hyundai dealership.

Blue Leaves – For indie game start-up, Berkeley, CA **Sept. '10 – Jan '11**
Concept, design, modeling and rigging for game characters in Unreal 4 Engine for PC. *Over Dead Sand* - Character concept designs for the Unity Engine.

PR Animation - Berkeley, CA **Feb. '09 – Aug. '09**
Lead Modeler – Turkana Boy character model for NOVA series *Becoming Human Part 2, Birth of Humanity*, air date 11-10-09 on PBS. Resurfacing scan data of early humans for animation and render optimization. Two additional characters created (not filmed).

Current TV - San Francisco, CA **Sept. '07**
Let's Go LARPing - VC2 Segment Producer, Director, Photographer for documentary short film selected for 2008 *New Year Party* on Current TV Film Festival.

Education

Ex'pression College for Digital Arts - BAS, Animation/Visual Effects
Southern Illinois University - BA, Studio Art, Printmaking specialization

References

Stefano Corazza, Mixamo CTO. Sr. Principle Scientist, Adobe, stefanoc[at]adobe.com
Chantel Benson, Product Marketing Manager, Adobe, chantel[at]adobe.com
Madiana Hedayet, Google Staffing Services, madianah[at]google.com