

# Nick Black

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## Summary

Experienced Concept Artist with over a decade of experience working in the video games industry. Skilled in Game Design, Blender, Photoshop, Conceptual Art, Traditional Media, and Animation. Strong arts and design professional with a Bachelor of Fine Arts (BFA) focused in Media Arts and Animation; Conceptual Design from Art Institute of Dallas.

## Experience



### Senior Concept Artist

Traega Entertainment

Feb 2018 - Dec 2023 (5 years 11 months)

worked on a number of projects and pitches, including Aegis Descent.



### Senior Concept Artist

Gazillion Entertainment

Oct 2016 - Nov 2017 (1 year 2 months)

contributed to a number of projects including Marvel Heroes and an adaptation of Star Trek: Discovery. Met the needs and requirements of the IP holders by working closely with Marvel and CBS to ensure standards.



### Concept Artist

Petroglyph

Nov 2014 - Oct 2015 (1 year)

produced concept art and helped with UI on multiple projects, including Grey Goo.

### Senior Concept Artist

Quantum Mechanics Inc. (QMx)

May 2013 - Jul 2014 (1 year 3 months)

concept artist for Firefly Online leading up to beta/early access



### Concept Artist

TimeGate Studios

Jan 2012 - Mar 2013 (1 year 3 months)

produced concept art and design for a number of pitches and projects including Minimum and Aliens: Colonial Marines.

## Education



The Art Institutes

Bachelor of Fine Arts (BFA), Media Arts and Animation; Conceptual Design  
2007 - 2009



## **The Art Institutes**

Bachelor of Fine Arts (BFA), Media Arts and Animation  
2004 - 2007

## **Skills**

Narrative Illustration • Digital Painting • Texture Painting • Storyboarding • Texturing • Traditional Media • Conceptual Art • Drawing • Art • Blender