Nicolas B. **Bloom**, M.A.

Character Animator, Character Artist, Game Designer

CONTACT INFO

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EDUCATION

Hollywood Animation Academy, Kansas City, MO
2023-2025
Specialized Study Program

MA Communication & Business Leadership
December 2022
BA Game Design May 2021
High Point University, High Point, NC
GAM-1111: Instructional Assistant

EXPERIENCE

Metroidvania Month Game Jam
Participant (Concept Art/2D Animation): 2023

HPU Game Development Club
Member: 2018-2019

WORK

TIC Summer Camp
2D Animation Counselor: Summer 2024

Browne Summer Camp
Counselor, Media Manager, & Lifeguard

SKILLSET

3D Animation
2D Animation
3D Character Modeling
3D Character Rigging
Communication
Character Art & Design

SOFTWARE

Autodesk Maya
Blender
Unreal Engine
Autodesk 3DS Max
Github Desktop
Storyboard Pro

PROFILE

Originally pursued a degree in Visual Arts, but discovered a deep passion and natural skill set in Game & Interactive Media Design. Went on to strengthen my abilities in communication and business leadership through a master's program, and honed my skills in character animation at Hollywood Animation Academy.

ANIMATION TECHNICAL SKILLS

- Developed 3D models in Adobe 3DS Max and learned how to create animation skeletons for them with Blender and textures with programs such as Adobe Photoshop.
- Self-driven education in character rigging in Autodesk Maya.
- Honed knowledge of animation principles and body mechanics in Autodesk Maya through education at Hollywood Animation Academy.
- Created a variety of 2D animated character sprites for a Game Jam team project.

PROJECTS

- Under the tutelage of industry professionals, worked in a variety of 3D Animation styles for both games and film alike.
- Worked with a variety of different teams to produce various game prototypes, using platforms such as GitHub and Microsoft OneDrive to share and update work.
- Provided 3D Models, animations, shaders, and character design concepts to a capstone game design project composed of four members.

ENGAGEMENT

- Taught young minds the core principles of animation in an instructional position, solidifying my knowledge of all twelve of them in the process.
- Served as an instructional assistant for the inaugural section of High Point University's Triple-A Game Development Tools course.