Nicolas Ballas Bloom, M.A.

Character Animator & Designer

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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.

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

SKILLS

Technical

- 3D Animation
- 2D Animation
- 3D Character Rigging
- 3D Character Modeling
- Character Design
- C#
- Quality Assurance

Interpersonal

- Communication
- Teamwork
- Emotional Intelligence
- Problem Solving
- Adaptability
- Leadership
- Conflict Resolution
- Dependability

Software

- Autodesk Maya
- Blender
- Unreal Engine
- Niagara VFX
- Autodesk 3DS Max
- Storyboard Pro
- Adobe Creative Suite
- Microsoft Office
- Google Suite

WORK EXPERIENCE

TIC Summer Camp
2D/3D Animation Counselor: Summer 2024/2025

Freelance Artist
Character Designer & Animator: 2024 - present

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

HPU Game Development Club
Member: 2018-2019

PROJECTS

CatWalk Studio: Pre-Production
April 2025 - Present
Created concept art for a short film, including character design and prop design.

Hollywood Animation Academy: Pre-Production
June 2024 - May 2025
Completed an extracurricular assignment under the guidance of a professional Warner Bros. character designer and animator to create character and costume designs for a hypothetical James Bond-style Daffy Duck short.

Hollywood Animation Academy: Previsualization
September 2024 - October 2024
Worked with fellow animators under the tutelage of a professional previsualization artist for Marvel Entertainment to recreate and re-envision a scene from "Rise of the Teenage Mutant Ninja Turtles" in a 3D space.

SCAD & Stride Learning: Pre-Production
August 2023
Commissioned to create character designs for Stride Learning's educational game alongside students of Savannah College of Art and Design.

High Point University: Instructional Assistant
January 2022 - May 2022
Served as an instructional assistant for the inaugural section of High Point University's Triple-A Game Development Tools course, teaching the use of tools such as Unreal Engine, GitHub Desktop, and Adobe Audacity.