

NICHOLAS THERIOT

CG Generalist

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Education

Texas A&M University | May 2025 | Bachelor of Science in Visualization

Work Experience

Amerra Inc. | 3D Artist Intern May 2025 - August 2025

- Modeled 3 assets for a mock-up virtual application presenting a medicinal product.
- Responsible for look development of all assets including product bottle and diseased area on scalp of virtual patient.
- Created a foam shader utilizing volumetrics and displacement based on feedback from supervisor and team members.
- Developed and iterated on particle effects to convey the dispersing of foam object for a 30 second demonstration video.
- Animated all camera movements for demonstration video.

Soft Lab | 3D Artist March 2024 - September 2025

- Optimized assets for real-time rendering in Unity and Unreal Engine.
- Produced animations utilizing both keyframe and motion capture techniques for real time rendering game engines.
- Performed as main actor for motion capture footage utilizing Rokoko suit.
- Created cloth simulation effects with Maya's nCloth system for nursing VR application to increase realism for application users.

Reynolds & Reynolds | Drawer tech and QA lead April 2023 - March 2024

- Evaluated quality of craftsmanship before approving key drawers for shipment.
- Trained 3 new hires on how to assemble drawers as well as the processes of the shop.
- Evaluated condition of key vault drawers and assembled drawers after making repairs.

Projects

Senior Capstone | Rigging Tools January 2024 - May 2025

- Developed a series of character rigging scripts using python coding language.
- Automated processes in character rigging to increase efficiency and display problem solving skills by making tools for frequently repeated tasks.

Croaked | Rigging Artist August 2024 - November 2024

- Constructed and designed control rigs for character and props with feedback from animation lead.
- Responsible for first 40 seconds of animation directed by story boards and head of animation for the project.
- Collaborated on storyboarding and story development with team members.

Organizations

- Salsa Fusion | Member
August 2022 - May 2025
- SIGGRAPH | Member
August 2024 - December 2024

Skills & Software

Adobe Suite | Autodesk Maya | Renderman |
Unreal Engine 5 | Unity | Blender | Substance
Painter | Python | MEL