



**Nathan Phail-Liff**

Los Angeles, CA

[nathan@alieninthebox.com](mailto:nathan@alieninthebox.com)

## Skills

- **3D modeling, texturing, lighting, and effects**
- **Advanced scripting in Maya MEL**
- **Digital illustration and graphic design**

## Work History:

- **08/2004 - Present:** Lead 3D Artist, **Ready at Dawn Studios**

### **God of War: Chains of Olympus (Lead 3D Artist)**

Worked with artists to establish and maintain art style

Worked with artists and programmers to optimize production pipelines, prioritize and implement new tech requests, and develop solutions for performance optimization

Closely supported lighting artist with art direction and rough production color keys

Created most environmental FX (Texture/Geo/Particles) and skydome compositions

Additional environmental modeling, character FX, game lighting, and cinematic finishing

Developed full user side of Maya tools architecture, driven entirely by markup language

### **Daxter (Environment / Technical Artist)**

Background modeling, texturing, lighting and design for environments

Developed various artist tools in Maya MEL script

- **07/1998 - 08/2004:** Freelance Graphic artist, web designer and 3d illustrator

### **Partial Client List**

#### **Crucial Technology, <http://www.crucial.com>**

Packaging and 3D modeling for entire ATI Radeon product line

#### **FIC of America, <http://www.fica.com>**

3D Illustration, packaging design, and promotional material for game hardware products

#### **University of Florida: Explore Magazine, <http://rgp.ufl.edu/explore/>**

3D Illustration for cover and 2 page spread

#### **SpaceWorks Engineering Inc., [www.spaceworkseng.com](http://www.spaceworkseng.com)**

3D modeling and concept illustration for NASA MSFC and NAIC, website and identity design

- **12/1998 - 12/1999:** Graphic Artist, **Engineered Multimedia Inc.**, Atlanta, GA

Assumed lead artist responsibility on several projects, including managing and directing contract artists.

## Education:

- **01/2000 - 06/2004:** Academy of Art College, San Francisco, CA

Received BFA in 3D modeling

- **08/1997 - 12/1998:** Georgia Tech, Atlanta, GA

Majored in Aerospace Engineering and worked in the Space Systems Design Lab constructing 3D models of conceptual space vehicles