

NATE HALLINAN

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My objective is to produce inspiring visuals, develop original solutions, and improve from those experiences.

Education:

Bachelor of Science with Honors in Game Art & Design, The Art Institute of Portland 2007

Proficiencies:

I am very experienced with Photoshop and familiar many other 2D applications such as Painter, Illustrator, Flash, Dreamweaver, and After Effects. I also have extensive experience with many 3D applications like 3dsmax, Maya, and Zbrush. Traditional illustrating, painting, and sculpting have always been significant early on in my life and always will be.

Film/Commercial Clients

LAIKA - Commercial Project.

Road's End Films - Dead Water (Feature length independent horror/thriller film)

Illustration/Other Clients:

Cinematics - Marvel Super Hero Squad

Hive FX - Nike

Video Game Experience:

Liquid Development, May 8, 2007 – Current: Concept Artist / 3D Artist

Client list and projects:

Disney - Pixie Hollow

Microsoft Games - Project Natal (Ricochet, Paint Party, and several unannounced titles.)

Gearbox - Borderlands

Harmonix - Rock Band 2

Black Jacket Studios - Metal Drift

Blue Omega Entertainment - Damnation

Paleo Entertainment - Merchants of Brooklyn

Microsoft Games - Scene It?

(Please contact me if you have any questions about my roles on these projects.)

Awards:

1st place - Beast of 9 Creature Contest on deviantArt, judged by the director of the film "9" Shane Acker.

1st place - The Gnomon Workshop 2D Challenge, September 2009, Theme "Evil Children."

1st place - The Gnomon Workshop 2D Challenge, October 2008, Theme "Graveyard."

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