

Nicholas M. Kay
Freelance Artist + Illustrator
Nkay42@gmail.com · (781) 223-4449
<http://nicholaskay.com>

SKILLS AND INTERESTS

- Digital Design Tools: Adobe Acrobat, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Autodesk Maya, Corel Painter, Adobe Dreamweaver, Macromedia Flash, Maxon Cinema 4D, Pixologic Zbrush, Toon Boom Storyboard Pro.
- Conventional Media: Charcoal, Clay, Colored-pencil, Cray-pas, Two part Epoxy, Marker, Paint (Acrylic, Spray-paint, Watercolor), Pen and ink, Pencil, Plastic, Resin Casting, Wire.
- Interests: The Classics, Card, Computer, Miniature, and Video Gaming, Mythology, Hiking, Sculpting, Skiing, Sailing, Taekwondo.
- Languages: Fluency in English and Latin; knowledge of Ancient Greek, Spanish and Polish.

WORK EXPERIENCE

Freelance Concept Artist and Illustrator:

List of Clients:

- Disney
- Pixar
- Electronic Gaming Monthly
- Lone Shark Games
- Blue Dog Papers
- Sephora
- Neverstop
- The Creative Group
- Game Night Productions
- Dark Art Miniatures
- Bell of Lost Souls
- 40K Radio
- Calitrendz LLC

Cengage Learning: Jr. Digital / Web Media Producer- Managed multiple projects and produced technology products, from product launch through product release. Ensured projects were completed according to specifications and were properly documented.

2011- present

Wizards of the Coast: Magic the Gathering Research and Development Intern- Worked in a multitude of positions with separate skill sets and responsibilities.

- Creative Services: Animation Pipeline Designer, Storyboard Artist, Animation Director, 3rd Party Liaison, Event Display Designer, Media Consultant
- *Duel Masters*: Concept Artist, Game Designer, Style Consultant
- *Dungeons & Dragons* : Concept Artist, Illustrator, Media Consultant
- *Magic the Gathering: Duels of the Planeswalkers*: Challenge Designer, Deck Developer, Playtester
- *Magic the Gathering: Duels of the Planeswalkers 2012*: Challenge Designer, Deck Designer & Developer, Playtester, Assistant to Art Director
- *Magic the Gathering: Scars of Mirrodin*: Media Consultant, Developer, Tester
- *Magic the Gathering: New Phyrexia*: Media Consultant, Developer, Tester
- *Magic the Gathering: Innistrad*: Media Consultant, Developer, Tester

2010 - 2011

Nicholas Kay Games: Founder, Designer, Artist- Designed and illustrated complete card games and their playing components.

2009 – present

Brown University: Student Technology Assistant and Media Lab Consultant- Created animations and artwork as teaching aids for faculty in addition to assisting student and leading informational seminars.

2007-2009

EDUCATION

Savannah College of Art and Design, Class of 2011: Master of Arts in Game Design and Interactive Development.

Savannah, GA

Brown University, Class of 2009: Bachelor of Arts in Classics with honors. Multiple courses in the visual arts including independent studies and classically inspired graphic novel as honor's thesis.

Providence, RI

Sharon High School, Class of 2005

Sharon, MA

Rhode Island School of Design: Course in computer art and the functions and uses of Macromedia Flash and Adobe Photoshop.

Summer 2003, Providence, RI

School of the Museum of Fine Arts High School Program: Courses involving the use of Adobe Photoshop, Adobe Illustrator, drawing, painting, and sculpture.

Summer 2002, Boston, MA

Ringling College : Courses involving the use of Adobe Photoshop, drawing, painting, and sculpture.

Summer 2001, Sarasota, FL

GRAPHIC DESIGN EXPERIENCE

Freebootaz Webzine: Artist

Cover Artist 2008- 2010

Brown Classics Journal: Editor and contributing artist.

Cover Artist 2008, 2009
Editor 2007 – 2009
Contributor 2006 – 2009

HONORS & AWARDS

- Lyon's Thesis Prize 2009