



MALCOLM NICOLL

ENVIRONMENT ARTIST

PROFILE

20-year student environment artist
from United Kingdom with 4 years
of experience in environment art.

CONTACT

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United Kingdom

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SKILLS

Maya



Substance Painter 2



Substance Designer



Zbrush



Unreal Engine 4



WORK EXPERIENCE

Freelance – Parabellum Game

April 2017 – May 2017 <https://goo.gl/bWamVQ>

3D assets up for sale on cgtrader

24th November 2017 <https://goo.gl/KXcReZ>

EDUCATION

UCW

BSc Games and Animation Production

August 2017 – May 2020

Weston College

Computer animation game and film BTEC

August 2015 – May 2017

During my time at Weston college I learned how to animate but I found myself not enjoying my time doing animation so I set off to learn modeling for games, during my 2nd year at college I started to use substance painter 2 and this started my journey into PBR texturing