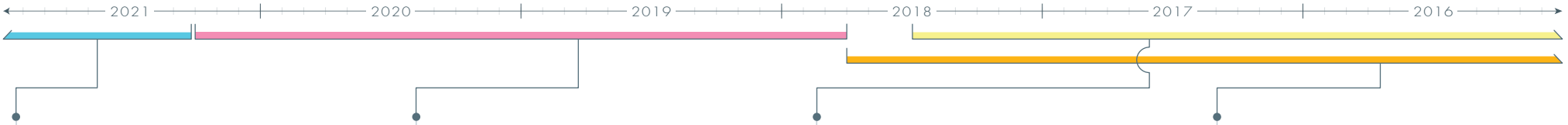
www.nckpnny.com

Nick Penney

Work experience



IBM

3D Artist, Motion Designer

March 2021 – Present

- Created 3D models and PBR textures composited into live news weather broadcasts on NBC and Sinclair affiliate stations
- Rendered offline footage for broadcast where live 3D was inadequate, e.g. particle simulations and volumetrics, post-process lighting effects, and scenes requiring accurate global illumination
- Designed and produced full broadcast packages including intro sequences, bumpers and transitions, bugs, and lower-thirds animations
- Primarily used Blender, Cinema 4D, Unreal Engine, Substance Designer and Painter, Photoshop, and After Effects for asset creation, rendering, and editing

Allevi

Design Director

September 2018 – March 2021

- Oversaw UX/visual design and software development for a 3D bioprinting company
- Textured, lit, and rendered virtual product photography for the full product line from engineering models using Cinema 4D, Blender, Corona Renderer, and Lightroom
- Created advertising videos and software demo videos for marketing, and embeddable SVG loops for web and UI use
- Fully redesigned the company's web presence and e-commerce platform, leading to a 6x increase in monthly natural search impressions YoY
- Conducted user research and compiled personas for use in design sessions

Then Studios

Motion Designer

July 2015 – June 2018

- Worked full-time as a freelance motion graphics designer and 3D animator
- Produced promotional content, explainer videos, software demo videos, bumpers, and animated UI elements for clients including Microsoft, Starbucks, Nintendo, Carnival Cruises, IBM, the Seattle Symphony, and Bill Gates' home library
- Used After Effects and Illustrator for animated vector drawings and typography, 2D character rigging and animation, and final color grading
- Modeled, textured, lit, and animated 3D content with Cinema 4D, Blender and Octane Renderer
- Optimized videos and loops for web, social media, and in-app placement

Weft

Independent Contractor

October 2015 – September 2018

- Developed a browser-based platform for easily designing and ordering woven fabrics using photorealistic, real-time cloth renders in WebGL
- Oversaw UX design for Weft Create – the fabric creation module – as well as the e-commerce site built around it
- Developed a responsive, mobile-first front end for the platform with React and three.js
- Programmed the back end CMS and order processing infrastructure in Python, using Django as a DBMS
- Designed and developed a Shopify plugin to embed white-labeled Weft product customization in third-party e-commerce sites

Work experience *(continued)*

Microsoft
User Experience Designer
July 2014 – July 2015

- Designed the interface for a cloud-based data management engine, specifically crafted for political campaigns
- Worked alongside a team of 12 developers to ensure a unified design system, and a consistent look and feel
- Produced a series of monthly demo videos to showcase new features to the business unit's executive team as development progressed
- Wrote, animated, and voiced a promotional explainer video for Microsoft's mobile app proposal for the 2016 Iowa Caucuses

RISD Loomit Project
Lead Developer
Sep. 2012 – May 2014

- Designed and programmed an initial prototype for a browser-based textile design application
- Worked in tandem with a research team from Cornell University to implement a novel system for photorealistic rendering of woven cloth

The Economist
Media Lab Resident
July 2013

- Proposed new products and ventures, culminating in a data analysis tool for 170 years of published content, and a daily news briefing app

Samsung
Future Experience Researcher
Aug. 2013 – Dec. 2013

- Envisioned the future of technology and entertainment, and produced a series of short films featured at Samsung's headquarters in Seoul

Hewlett-Packard
Graphics Intern - Workstations R&D
June 2010 – Aug. 2012

- Responsible for workstation GPU benchmark and stress test coding
- Wrote utilities to monitor and log test data, including system temperatures, peripherals status, and PCI information
- Created a multi-projector presentation solution, with a standalone touchscreen interface
- Developed an internal data visualization site to aid test result analysis and troubleshooting

Education

Rhode Island School of Design
M.F.A. Digital + Media
Sep. 2012 – May 2014
☆ *Fulbright US Student – Alternate, 2016*

Colorado State University
B.S. Human-Centered Computing
Jan. 2009 – Dec. 2011
☆ *Dean's List – Nat. Sciences, 2011*

Boston University
College of Arts and Sciences
Sep. 2007 – Dec. 2008