

# NICHOLAS GROSSMAN

## RIGGING/TECHNICAL ARTIST

Nick has worked as a 2D/3D freelancer for the past six years and has worked as part of a video tech and projection mapping team on multiple occasions for live events including music festivals such as: FVDED in the Park, Snowbombing, Shambhala, and Crankworx. He has also worked on a broadcast team for a Moto GP race at the Circuit of the Americas in Austin, Texas. After attending Think Tank Training Center, he specialized in Rigging for Film.

<b>EXPERIENCE</b>	<b>Aix-En-Provence, France</b> Apr 2018 - Sept 2018	<b>THE CAMP</b> Artist in Residence Asset creation, Game/Product Design, and Creative Director for Plastic Arcade
	<b>Vancouver, Canada</b> Apr 2017 - Aug 2017	<b>DEFACTO ENTERTAINMENT</b> Lead Motion Graphics Artist Editing + 2D/3D Motion Graphics for Superbowl VIP Packages and Moto GP Race
	<b>Vancouver, Canada</b> Apr 2017 - Aug 2017	<b>VIDEO DJ/MAPPING TECH</b> Custom 2D/3D Visuals for A-list Artists Including: Getter, Hudson Mohawke, Vanic, Nebu Kiniza, and Night Lovell
	<b>Vancouver, Canada</b> Jun 2016 - Dec 2017	<b>RENRD MAGAZINE</b> Lead Motion Graphics Artist Created a Stylized Explainer Video for Modo Car COOP
	<b>International</b> 2012 - Present	<b>EPOQE VISUAL</b> Founder / Creative Director 2D+3D Freelance Motion Design

## EDUCATION

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**THINK TANK  
TRAINING CENTRE  
CG DIPLOMA**  
Vancouver, Canada  
2019 - 2020

**UNIVERSITY OF  
BRITISH COLUMBIA**  
BA VISUAL ART  
Vancouver, Canada  
2012 - 2016

**FAMU INTERNATIONAL  
CET PROGRAM**  
Prague, Czech Republic  
Aug - Dec 2011

## MY ARSENAL

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| MAYA / CINEMA 4D  
ZBRUSH / ADOBE CC /  
NUKE / MARI / PYTHON  
/ MEL / ARNOLD / VRAY  
/ OCTANE / MARVELOUS  
DESIGNER / RESOLVE /  
TOUCHDESIGNER /  
ABLETON |

## LEARNING

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| SUBSTANCE DESIGNER  
/ HOUDINI / ZIVA /  
BIFROST |

## LANGUAGES

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| ENGLISH / FRENCH |