

Nathaniel Chase Middleton

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SUMMARY

As a dedicated 2D pixel-artist and visual designer with 5 years of independent experience, I am passionate about contributing to the success of my team by bringing projects to completion through hard work, collaboration, and effective communication. My background in indie games has provided me with a solid understanding of creating art for the medium as well as general visual design. While my primary expertise lies in 2D and Pixel-Art, I also have rudimentary skills in 3D art as well as Game Design, allowing me to work closely with other fields to ensure smooth communication. I approach each project with the intention of continued improvement, embracing the opportunity to learn and grow through new experiences while maintaining a professional attitude and delivering high-quality results.

PRIMARY SKILLS

- Visual design and Development
- Pixel-Art asset creation for games (*primary tool(s): Aseprite, Krita, Photoshop*)
- Pixel-Art animation (*primary tool: Aseprite*)
- Working experience in Godot, Unity, GameMaker, and Unreal
- Can work efficiently and collaboratively in teams of varying sizes
- Working within and meeting set deadlines while working remotely

EXPERIENCE

Indie Game Academy - [*Contract, Pixel-Artist*]

2023 - 2025

- Prioritized tasks and carefully managed time to meet delivery dates.
- Created visually distinct artwork to fit a variety of different styles, tones, and purposes.
- Conducted regular design reviews throughout the creation process.
- Quickly learned new skills and applied them to daily tasks, improving efficiency and productivity.
- Led a community workshop and class in the basics of Pixel-Art asset creation.

Fermented Oddity Studios - [*Contract, Pixel Character Artist*]

2024 - 2025

- Working in a volunteer position as the primary Pixel Artist for *character artwork* at *Fermented Oddity Studios*. (Specifics cannot be shared at this time)

CeltiCo - *[Freelance, Lead game artist & Visual designer]*

2023 - 2024

- Helped to ideate and design core visual components.
- Worked collaboratively with a team of 4 throughout a development process to completion.
- Created a variety of pixel based and non-pixel based game graphics, including background art, UI, and over 50 Entity Icons.
- Worked within the Unity game engine.

HeraldHearts - *[Contract, Lead Pixel-Artist & Visual Designer]*

2024

- Concepted and designed the overall visual aesthetic of the projects 'Destiny: Reflections' & 'Honeydew, Adieu'.
- Created a variety of pixel-art assets, including character art, background art, general asset artwork, and UI art.
- Aided team in areas of game design and engineering along with visual development.
- Created concept art to help drive the visual tone and presentation of the game.
- Worked in the Godot game engine.

Team Rokkit - *[Freelance, Lead Pixel-Artist]*

2023

- Concepted and designed the overall visual aesthetic of the project(s) 'Heartstring'.
- Drove the visual direction and created most in-game assets, including character art, background art, general asset artwork, and UI art.
- Aided team in areas of game design and engineering along with visual development.
- Worked in the Unity game engine.

SplendidDog - *[Independent art / Personal Projects]*

2019 - present

- Created visually distinct artwork to fit a variety of different games, themes, and settings.
- Created a large variety of small-scale games.
- Quickly learned new skills and applied them to daily tasks, improving efficiency and productivity.
- Ensured deadlines were met.
- Created and iterated upon levels / maps in both 3D and 2D playspaces.
- Worked with Unity, Godot, GameMaker, and Unreal Engine on various small-scale game projects both independently and collaboratively.

EDUCATION

IGA: Level 3 (Full-scale development pipeline experience, Studio founding fundamentals)

2024

IGA: Level 1 (Unity Development Fundamentals)

2024

Florida Virtual School Flex 9-12 (General Education)

01/2019 - 05/2023