

NIC SURGIT

Character Designer & Illustrator | (631) 807-0257

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EDUCATION

Ringling College of Art and Design

Bachelor of Fine Arts in Illustration, Emphasis in Visual Development, Minor in Creative Writing
Dean's Scholarship, Horizons Scholarship, President's List (2023–Present) GPA: 3.82 / 4.00

Sarasota, FL
May 2026

EXPERIENCE

Silver Lining Interactive

Illustrator

Remote
December 2025 – February 2026

- Created high-impact key art for the Steam storefront and adapted assets for cross-platform social media promotion for an unannounced cozy game project.

Cinecore Games

2D Artist

Remote
March 2025 – December 2025

- Illustrated playing cards for Cinecore Games upcoming tabletop war game: *ZEME*.
- Applied skills in character, prop, and environment design to create compelling final images for printed cards.

Las Vegas Sands

Game Art Intern

Las Vegas, NV
June 2025 – August 2025

- Shadowed team leads to learn all aspects of iGaming, including UX/UI, Game Art, Motion Design, and Tech Art.
- Spearheaded art direction on intern game pitch project. Oversaw character design, UX/UI design, set design, animation, and costume design, to project completion.
- Built live intern game project in Unreal Engine and presented final pitch to creative executives.
- Illustrated marketing material for unreleased live projects.

Cow Town Creative

Lead Concept Artist

Remote
March 2025 – August 2025

- Created style guides and character designs for upcoming title, *Midwest Gothic*, while managing a team of five artists.

3dtotal Publishing

Character Designer

Remote
May 2025 – June 2025

- Completed character design work for *Character Design Quarterly* Issue 37.

Owl Talyn Press

Illustrator

Remote
August 2024 – April 2025

- Enhanced visual storytelling of *Tia and the Javelina* children's book through appealing cover and spot illustrations.

Serious Point Games

2D Artist Intern

Remote
June 2024 – September 2024

- Conceptualized prop designs that seamlessly integrated with overall visual style of the *Ski Lodge Murder* video game.

GG Entertainment

Illustrator & Product Designer

Fort Myers, FL
March 2024 – June 2024

- Produced high-quality digital product mockups based on creative briefs and concepts, following established style guide.
- Researched visual trends, coordinating with the CMO to pinpoint audience interest and market competitively.
- Designed exclusive Kickstarter box packaging and rewards, which sold over 80% of consumer campaign pledges.

ORGANIZATIONS

Ringling Illustration Mentorship Committee
Vice President, 2025—Present

Best of Ringling: Ringling Rising Stars
Event Designer & Coordinator, 2026—Present

Women in Animation
Member, 2024—Present

Meanwhile Illustrator
Selected Participant, 2025

SKILLS

Software: Adobe Creative Cloud Suite (Photoshop, Illustrator, InDesign, Acrobat, After Effects etc.), Procreate, ZBrush, Blender, Spine 2D, Microsoft Office Suite (Word, Excel, PowerPoint, etc.), Google Suite

Production: Character Design, Visual Development, Prop Design, 3D Modeling, Product Design, Digital Mockups

Written: Creative Writing, Copyediting, Note-taking, Script Coverage, Time Management, Organization