

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: 3.83 / 4.00

Sarasota, FL
May 2026

EXPERIENCE

Cinecore Games

2D Artist

Remote

March 2025 – Present

- Illustrating playing cards for Cinecore Games upcoming tabletop war game: ZEME.
- Applying 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 casino gaming, 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 costume design, and more.
- Illustrated marketing material for upcoming live project, set to release in Q3 2026.

Cow Town Creative

Lead Concept Artist

Remote

March 2025 – August 2025

- Led production for upcoming game title: *Midwest Gothic*.
- Created style guides and visual motifs while managing a team of five artists and reaching stylistic consensus
- Responsible for ideation and concepts for game protagonist and secondary characters.

3dtotal Publishing

Character Designer

Remote

May 2025 – June 2025

- Completed character design work for an unannounced publication.

Owl Talyn Press

Illustrator

Remote

August 2024 – April 2025

- Summarized provided writings to pinpoint narrative beats and create cover and chapter illustrations for publication.
- Communicated with art directors and applied feedback to ensure efficient turnaround time.

Serious Point Games

2D Artist Intern

Remote

June 2024 – September 2024

- Conceptualized prop designs based on directors' artistic vision. Finalized illustrated turnarounds of approved props.
- Composed UV texture maps to be implemented onto in-game models, ensuring a smooth production pipeline.
- Reported to art directors with asset progress, guaranteeing creative visions were met.

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

Illustration Mentor

Participant, 2024—Present

Women in Animation

Member, 2024—Present

Ringling Figure Enhancement Workshop

Public Outreach Coordinator, 2024—Present

SKILLS

Software: Adobe Creative Cloud Suite (Photoshop, Illustrator, InDesign, Acrobat, After Effects etc.), Procreate, Blender, 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