



NICK HAMER

VISUAL ARTIST

IF IT DOESN'T CHALLENGE YOU, IT DOESN'T CHANGE YOU

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ABOUT ME

My name is Nick Hamer and I am a Principal Visual Designer at Riot Games. Having launched multiple video games, created and launched numerous video game, esports, and branding campaigns, and having worked in post production on feature films and television shows, I have gained extensive experience successfully working with applied design, UX/UI, illustration, 3D, compositing, and motion graphics. A combination of skills that assist me in my 'out of the box' thinking and help to provide a fresh creative perspective to any project. With my diverse professional background and a Bachelor of Fine Arts from the Ringling College of Art and Design, I have a strong sense of leadership with the ability to be self

EXPERIENCE

2019 - Present

Riot Games

Principal Visual Designer

Create the concepts, artwork, and layouts for the UI across Legends of Runeterra and an upcoming R&D project. Have oversight of initiatives from conceptualization to implementation; assisting with UX and/or build implementation when needed.

2016 - 2019

Blizzard Entertainment

Principal/Lead Visual Designer

Create the concepts, artwork and layouts for digital projects based on creative briefs and partner meetings. Lead and mentor a group of designers in creating visuals for web and broadcast across Blizzard's titles.

2014 - 2016

NCSOFT West

Art Director

Meet with stakeholders to ascertain the needs of the company. Conceptualize, lead and mentor a creative group in the design and creative direction of NCSOFT West's titles and launch initiatives.

2009 - 2014

BakedFX

Lead Graphic Artist/Sr. Composer

Built the Motion Graphics department while meeting with clients and assisting to obtain prospective work. Acted as an on set VFX supervisor for a myriad of music videos seeing them through completion as a compositor.

EDUCATION

2003 - 2007

Ringling College of Art and Design

BFA of Illustration | Concentration in Graphic Design

SKILLS

Adobe CC

- Photoshop
- Illustrator
- After Effects
- InDesign

3D Packages

- Cinema 4D
- Maya
- Element 3D

Wireframes/Prototypes

- Sketch
- Figma
- Invision

Compositing

- Nuke

AWARDS

- Assisted in achieving two Emmy Awards for work on Game of Thrones
- Nominated for a VMA in FX for work on Rihanna's "Where have you been" music video.
- Assisted in a nomination for an Emmy Award for work on Cosmos
- Selected for "The Ringling 100" - Selected as 1 of 100 pieces featured in catalog
- Voted in to the "Best of Ringling" - Art show judged by faculty and guest artists