



Nathaniel Hayes

Environment Artist

Email nathanielhayes.art@gmail.com | Website nathanielhayes.com
Artstation [artstation.com/hazenate](https://www.artstation.com/hazenate)

Profile

Trained for entertainment production with a focus on creating high fidelity environments for games. Experienced in developing realistic materials, modular kits, and blends for cohesive and detailed environments utilizing workflows in Unreal Engine, Maya, Zbrush, and Adobe Substance programs.

Achievements

The Rookies Awards 2025

Career Opportunity Winner - Remedy Entertainment
Finalist Award - Game Development
Finalist Award - Career Opportunity Remedy Entertainment
Draft Selection
Industry Ranking Certificate - Rank A

Gnomon Annual Student Gallery 2025 & 2026
Gnomon Annual Reel 2025 & 2026

Academic Experience

Gnomon School of Visual Effects / Vice President,
Texturing and Modeling Club / Part-Time
October 2025 - PRESENT, Los Angeles (In Person)

Remedy Entertainment Mentorship w/ Tomislav Spajic, 4 Weeks
September 2025- October 2025, Los Angeles (Remote)

Game Environment Projects/ Student, Gnomon School of VFX
April 2025 - December 2026, Los Angeles (In Person)

USC Pacific Asia Museum / Orator, Docents of the Museum /
Single Time Volunteer
August 2024, Los Angeles (Remote)

Skill Highlights

Game Design Pipeline

Understands the organized PBR workflow from greybox to finished product, including but not limited to the creation of baked assets, modular kits, foliage, and sculpted landscape pieces.

Design and Visuals

Research and concept ideas that expand and emphasize the narrative direction. All the while, creating unified and photorealistic sets and props that strike visual targets that follow the design of the world.

Education

Gnomon School of Visual Effects

Bachelor's in Fine Arts (In Progress)
October 2023 - December 2026,
Los Angeles

Software

3D & Game

Autodesk Maya
Zbrush
Unreal Engine 5
Niagara
Adobe Substance 3D Painter
Adobe Substance 3D Designer
Marmoset Toolbag
Marvelous Designer
SpeedTree

2D & Video

Adobe Premiere Pro
Adobe After Effects
Adobe Photoshop
Procreate

Soft Skills

Highly Adaptive Learner

Can adapt and learn quickly to any new task or tool that is required for the project

Outgoing Team Advocate

Greatly communicative and flexible with any feedback given

Self-Driven

Sheer motivation to get assets shipped with high fidelity and promptly

Deliberate and Succinct

Great passion for art that inspires to create living and breathing worlds

Languages

English - Native
Mandarin Chinese - Speaking