



nathanialaubin@gmail.com
nathanaubin.com



Nathaniel Aubin
Portfolio



Folk Monster Redesign

Concept art

Bogus Software, a video game development company specializing in narrative-focused horror games, wanted to develop a horror game centered around Eastern European folk monsters, and needed concepts for a spriggan.

I wanted to avoid the typical depictions of spriggans shown in media, which are usually some variation of tree-person, and instead come up with something inspired by the original description; old men with oversized baby heads which enjoy home invasion, stealing cattle, and kidnapping. I tried to emphasize the strange, almost gray alien-like behavior it had in the myths and in its physical descriptions to make something that would stand out.



Nathaniel Aubin

Character & Concept Artist

(315) 775-7062

nathaniaubin@gmail.com

nathanaubin.com

TECHNICAL SKILLS

- Proficient in image editing and digital painting in Adobe Photoshop and vector based illustration in Adobe Illustrator.
- Basic understanding of 3D modeling in Blender.
- Understanding of traditional art methods - primarily charcoal and oil painting.
- Understanding of video editing and motion graphics with Adobe Premiere and After Effects, as well as page layout in Adobe InDesign.
- Basic familiarity with Unity game engine.


PERSONAL SKILLS

- Efficient time manager.
- Avid self-teacher.
- Problem solver.

EDUCATION

Cazenovia College (closed in 2023), Cazenovia NY
BFA in Visual Communications (Illustration/Animation),
Attended 2019-2023.

RELEVANT COURSES

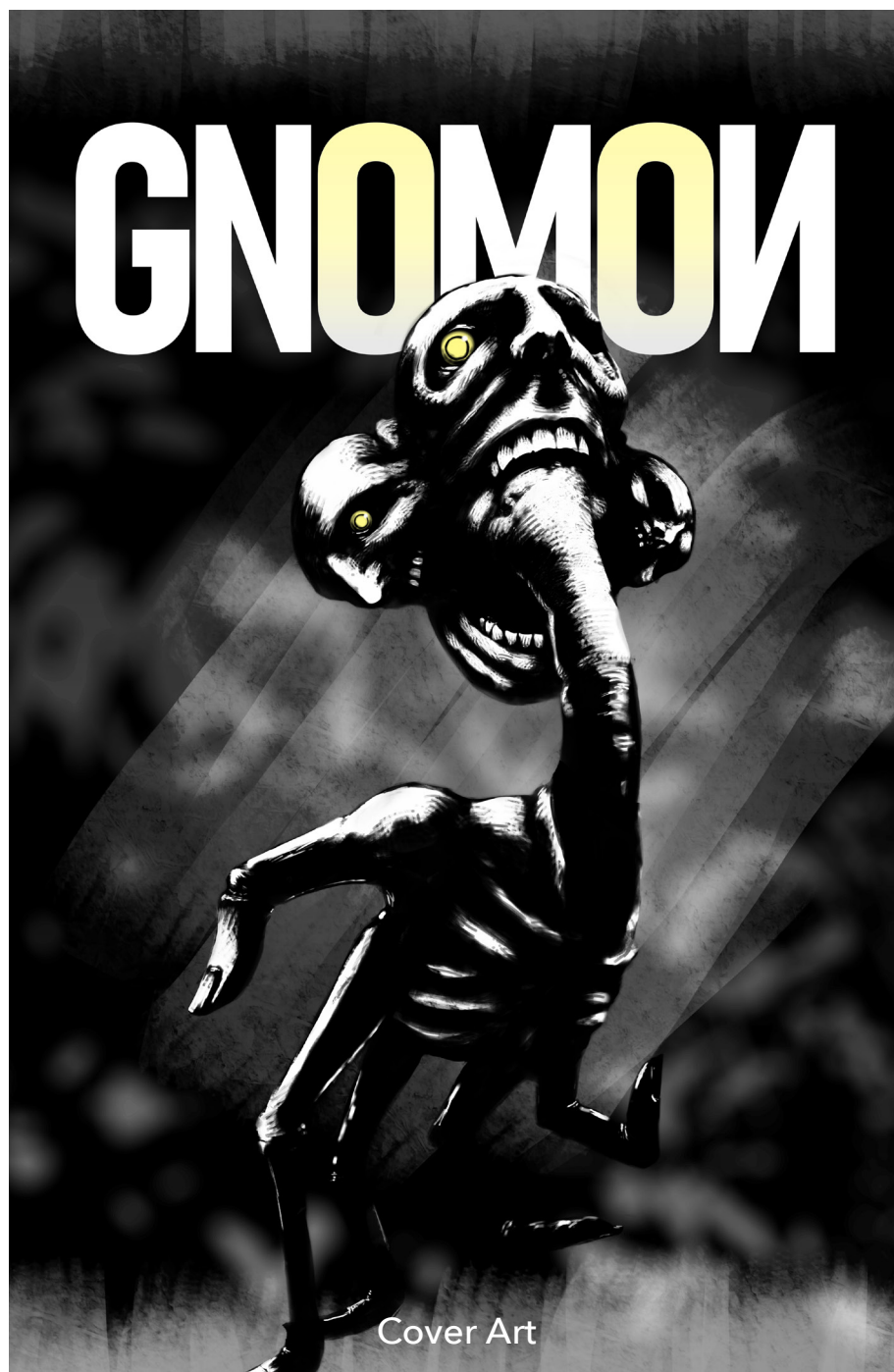
- 3D Animation
 - Advanced Illustration 1 & 2
 - Figure Drawing
 - Design & Digital Color Theory
 - Drawing Composition/Perspective
- 



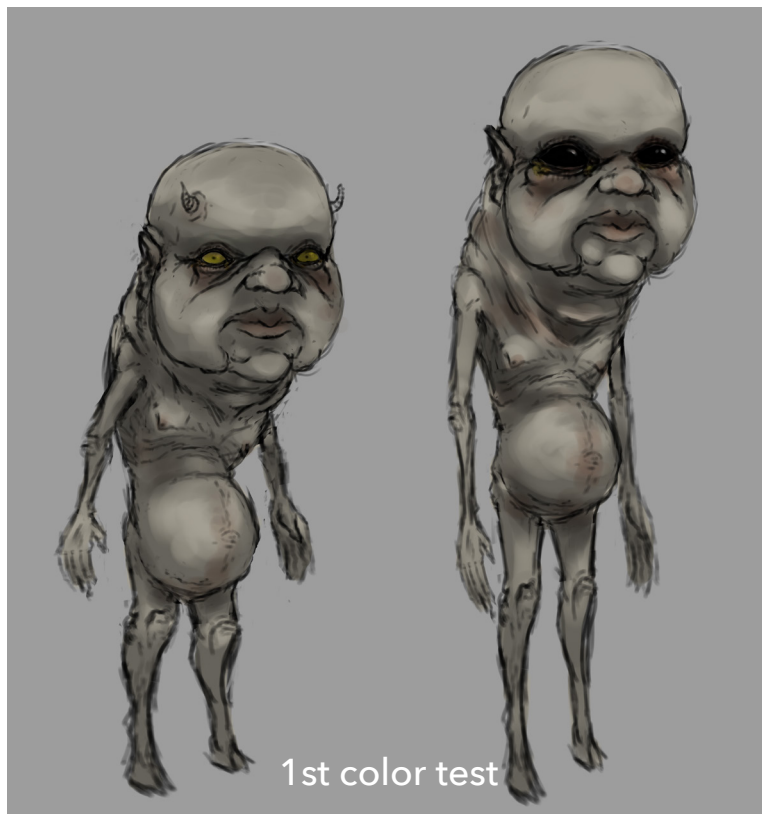
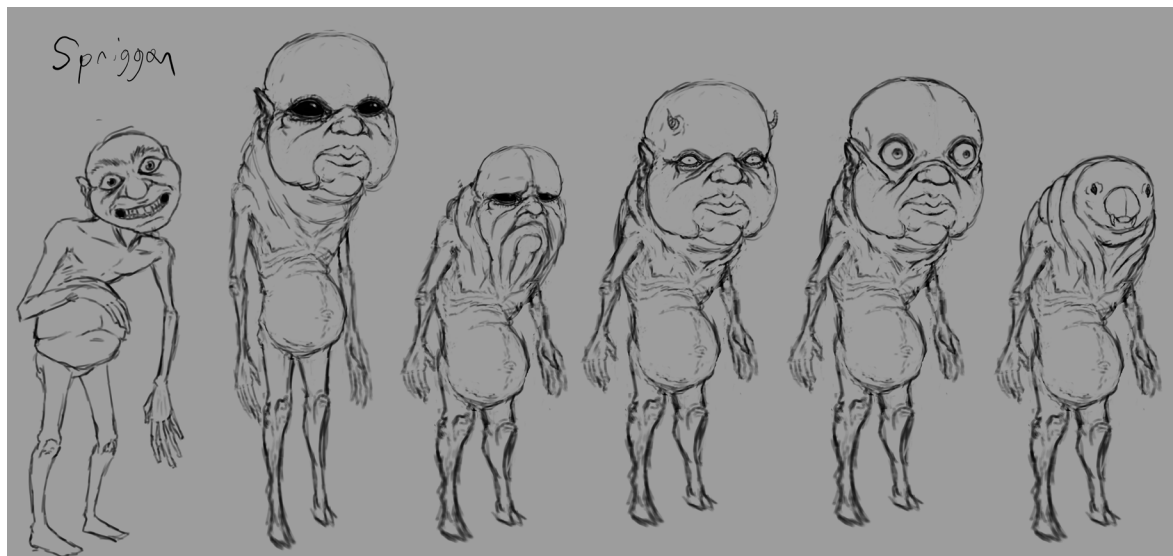
Stickers



More stickers



Cover Art





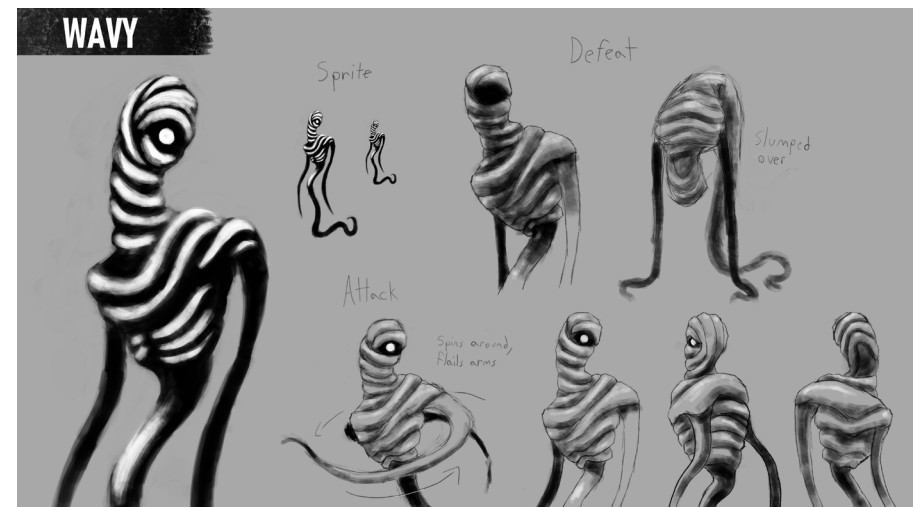
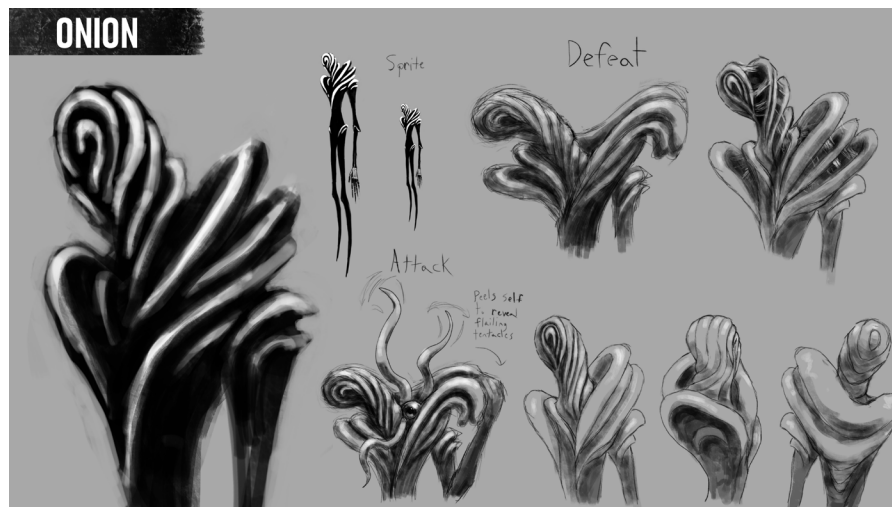
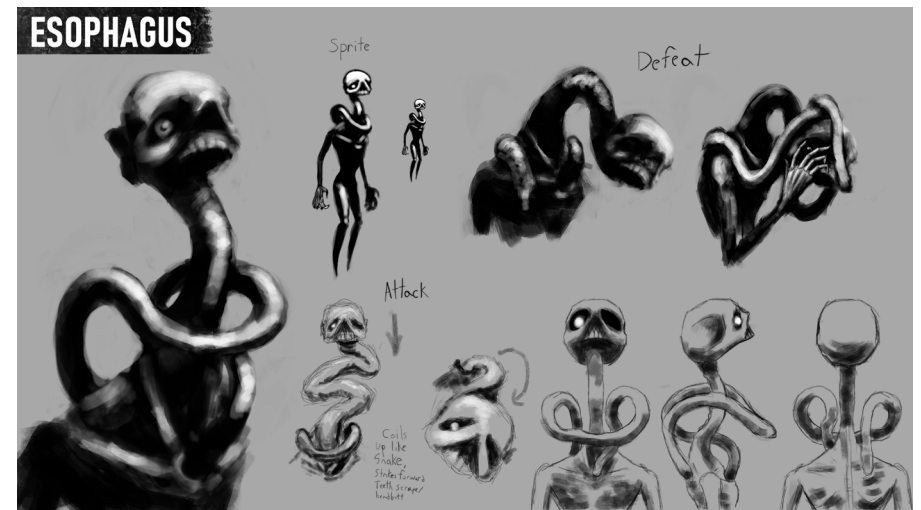
Cyberwitch

Concept art

Imaginary Media, a video game development company with a focus on RPGs, wanted to make an isometric cyberpunk RPG similar to the Diablo series, where the player would delve into dungeons and fight numerous enemies, and needed a “witch” character for a zone themed around the occult.

In order to visually communicate the idea of a witch, I tried to translate as many common witch tropes as I could think of into the design, such as a wide-brimmed pointed hat, alchemy, and runes.

Enemy Concepts



ENCOUNTER: LAYERS UPON LAYERS UPON LAYERS UPON LAYERS



A game encounter UI mockup. At the top, a large, dark, multi-layered creature with a single yellow eye is shown. Below it, a player character's portrait is on the left, and a central card display shows three cards: two 'DEFEND' cards and one 'ATTACK' card. To the right, an 'INVENTORY' button is visible. The background is dark with faint, repeating skull patterns.

HEALTH: 200/250
STATUS: ENRAGED

HEALTH: 100/100
STAMINA: 20/20
STATUS: FINE

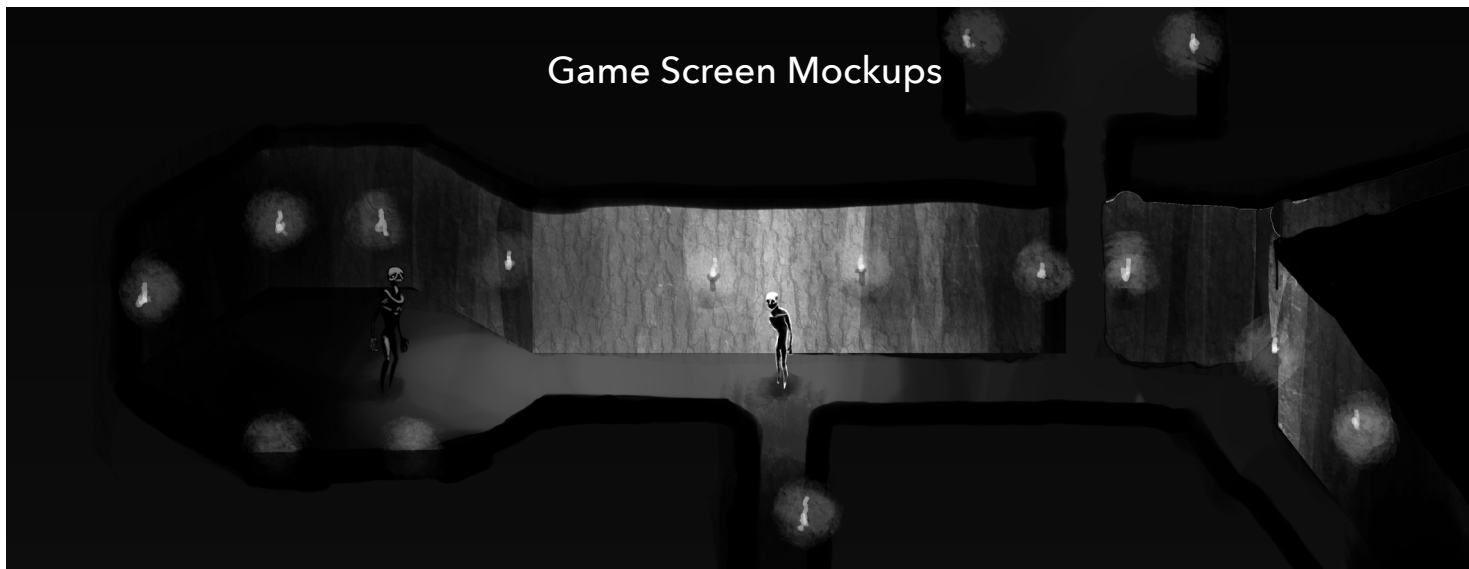
DEFEND
BLOCK [5] DAMAGE
COST [5] STAMINA

ATTACK
DEAL [10] DAMAGE
COST [10] STAMINA

DEFEND
BLOCK [5] DAMAGE
COST [5] STAMINA

CARDS REMAINING: 7/10
INVENTORY

Game Screen Mockups

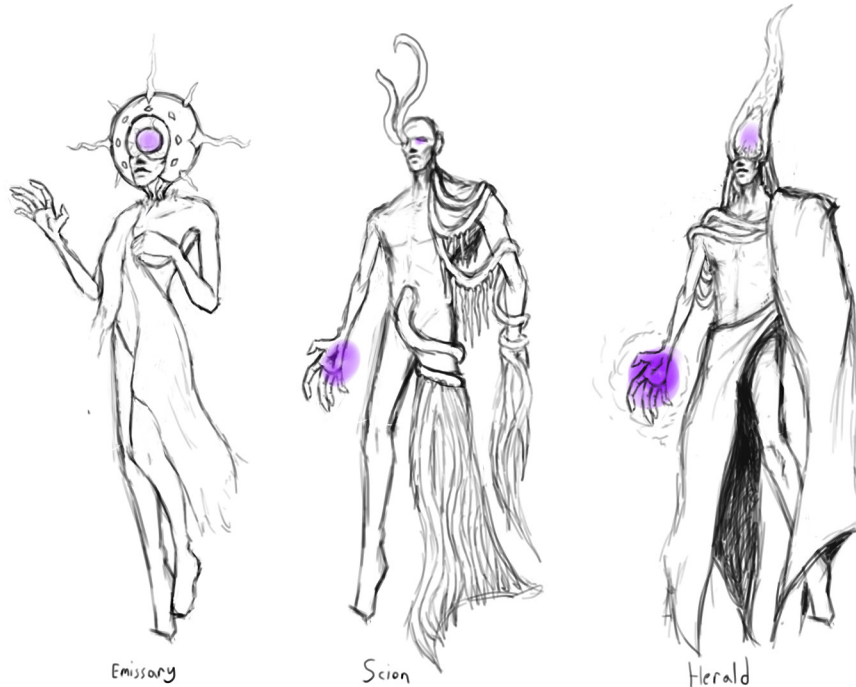


Faction Figurehead

Concept art

Fabricated Games, a small video game development company primarily interested in grand strategy wargames, wanted to make a turn-based strategy game in a sci-fi fantasy setting, and needed figurehead characters to use as the representatives of each faction in the game.

Using the prompt for one of the three factions, "parasitic psychics," I made the character ethereal and statuesque, showing some religious influences, while also leaning slightly towards body horror because of how the parasites would take over their hosts.





Biopunk Weapons

Concept art

Fictitious Game Studio, a video game development company focused mainly on creating fast-paced boomer shooters, wanted a number of weapons for use by the protagonist of an upcoming biopunk shooter, and needed concept art to work off of.

I tried to come up with concepts which were visually and thematically similar, while also different enough to stand out and be distinct from each other, with shapes I felt had potential for interesting animations and sound effects in the final product. To fit with the story of the protagonist needing to scavenge for weapons, I made the weapons themed around the different body parts they'd make them out of.





Senior Project

Video game concept

Generic Games, a video game publisher focusing on working with smaller independent developers, wanted a number of concepts, illustrations, and models to help develop a video game.

I wanted to make something which could demonstrate a wide range of technical and artistic skills, while still remaining conscious of time limitations. An attempt at making a playable demo representative of the intended final product was made, however due to time constraints this wasn't feasible, although since this project was intended to eventually be pushed to market, I decided to include some potential marketing material to go along with it, including posters and cover art.



Jade Cultist

Character Illustration & 3D Model

Imaginary Media, a video game development company with a focus on RPGs, wanted help developing the look of a main antagonist for use in a fantasy RPG.

In order to effectively communicate the occult themes, eastern influences, and imperial status the client wanted for their character, I choose to use green and gold as the primary color palette. In the final render I toned down the saturation and gave the overall scene a washed-out sickly green color to help communicate that this was an evil character.





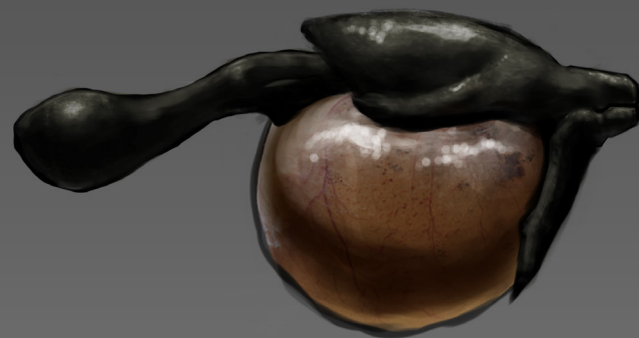
FUMIGATOR



GNASHER



OSTEOPHYTE



FUMIGATOR VARIANT



ASTROCYTE



ATRIUM

Untitled biopunk project: rendered weapons



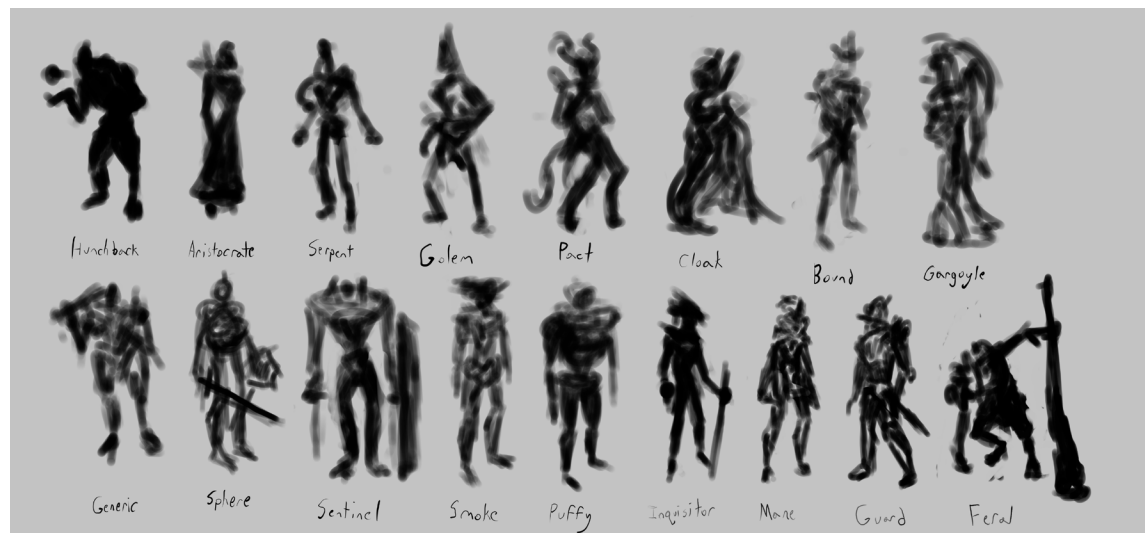


Fantasy Character

Concept art

Imaginary Media, a video game development company with a focus on RPGs, wanted to make a third-person action RPG set in a high fantasy medieval world and needed concept art for one of three stereotypical fantasy archetypes; wizard, fighter, and rogue.

Focusing mainly on developing a wizard-themed character, I thought about what context one might see a "wizard" in a medieval world. Since there would be a church-equivalent, and therefore religious restrictions on the use of magic, I thought either a priest or a heretic type of character would fit the story best, and ultimately settled on the priest character since I felt this would also allow for the most storytelling opportunities.





Monster Model

3D model

Fictitious Game Studio, a video game development company focused mainly on creating fast-paced boomer shooters, wanted to have a detailed 3D model which could be referenced as the base visual style for other enemies in an action game.

Using the sketch as a base, I tried to follow the general shape while still adding anatomical details to help ground it in reality a bit more. I took a fair amount of time to get a flesh material that looks good both at a distance and up close, and tried to make the eye brighter than in the base sketch to help it stand out as a potential weak-point.