



# Nicholas Kole

Rhode Island School of Design  
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## Education

Rhode Island School of Design, RISD Providence RI  
Bachelor of Fine Arts, Illustration, 2005 – Graduation '09

Brown University, Providence RI  
Classes in American Civilization, 2007

## Experience

### MIT GAMBIT Games Lab

Artist 2009 – present

Working as a lead artist developing experimental video-game projects with programming students at MIT.

### Dark Horse Publishing

Freelance Writer/Illustrator 2009 – present

Currently writing and illustrating a short comic for an upcoming anthology to be published at <http://www.myspace.com/darkhorsepresents>

### Sofawolf Press

Freelance Writer/Illustrator 2008 – present

Currently writing and illustrating a short comic for an upcoming anthology for wide-release print publication.

### Gamelayers, Inc.

Freelance Illustrator 2007 – 2008

Developed artwork for <http://www.PMOG.com>, a multiplayer online role-playing game. Work completed includes logo, prop and item design.

### Orion's Bell, LLC

Illustrator 2007 – 2008

Worked with Art directors to design characters and produce artwork for the upcoming 'OZ' trading card game.

## Skills

**Computer** - Macintosh and PC Platforms. Highly experienced working in Photoshop CS, CS2 and CS3. Microsoft Word, iMovie, Macromedia Flash, Corel Painter, Adobe Illustrator.

**Traditional** - Highly trained in a variety of painting and drawing techniques – oil, watercolor, gouache, charcoal, pencil, pen & ink.