

Nic Scharf | Storyboarding & Illustration

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Education

Miami University - Ohio | Bachelor of Arts - Games and Simulations | Minor in Studio/Fine Arts
Involved with Game Design and Animation Club

Experience

August 2025 - Present | Disney College Program (Merchandise)

- Working to maintain a magical and care-free experience for both guests and other cast members.
- Able to work **both independently** and with **teams of people**.
- Able to **ask questions** and **create timely solutions** to new or complex problems.

June 2025 - Present | Contract Game Artist (Typha Games LLC. - Exploring Grail)

- Worked within a small team to create an educational web-based series of minigames.
- **Created and conceptualized** the artistic style of the website, while also creating various assets.
- **Lead the team** in weekly meetings and organized schedules and meeting notes within Google Sheets.

July 2024 - December 2024 | Art Intern (Tastie Games LLC. - Mole Maiden)

- Aided in creating both animated and static assets including, but not limited to: level props, environmental designs, level design reworks, character sprites (both static and animated) in Aseprite
- Worked to create stories not only through dialogue, but also through **environment design** through NPC animations and prop design.
- Communicated and worked within the game engine, while using **GitHub** for version control.
- Created several **story and research based** areas and reworks of **previously established levels**.

January 2023 - Present | Mechionic Creator (Personal Project Series)

- A story-based series of projects created almost **completely solo** for the **purpose of learning**. I used creative writing, world design, **visual development** and more skills to write a **continuous story** across multiple projects.

Highlights:

- Created a **Narrative Design Document**, alongside a **Branding Document** for a large-scale **multimedia** series and maintained consistent art style across all projects.
 - Created a total of **5.5 minutes of animatics** and/or **storyboards** in **Storyboard Pro** and **ToonBoom Harmony**, a 22 page **comic** in **Procreate**, a story-based board game and cards within **Clip Studio Paint** and **Illustrator**, and a retro-style video game in GB Studio.
 - Built a website to create a complete series of events and align all projects into one hour-long experience.
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Skills - Softwares

Photoshop | Illustrator | ToonBoom Harmony | Storyboard Pro | Clip Studio Paint | Procreate | Procreate Dreams | Github | Word | Excel | Google Sheets | TV Paint | Google Slides