

# Nicholas Viola

Animation Director · AI Video Production · Creative Lead

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Active DoD Secret Security Clearance

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## EXPERIENCE

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### Animation Director & Creative Lead

STI-TEC / Sentir Research Labs — Wright-Patterson AFB, Beavercreek OH | 2019 – Present

- Lead creative team producing motion graphics, AI-generated video, eLearning modules, and environmental installations for AFRL and USAFSAM DoD clients.
- Developed proprietary *Nano Banana* AI prompt methodology for cinematic-quality generative video (Veo3, Kling, Seedance, Runway, LTX2) with character consistency across multi-episode training content.
- Produced large-format wall displays, 3D bomber visualizations, and unit shield installations for WPAFB Bombers Directorate.
- Authored federal RFI capability statements; prospected SAM.gov contracting opportunities across NAICS multimedia/eLearning codes.

### 3D Visualization Artist

Infocitex Corporation — Wright-Patterson AFB, Beavercreek OH | 2014 – 2019

- Produced real-time and pre-rendered 3D visualizations, architectural walkthroughs, and heritage display productions for AFRL DoD clients.
- Designed Air Force division logos and branded identity materials integrating 3D rendering and graphic design pipelines.

### Cinematic & Character Artist — AAA Game Credits

BioWare · Activision · Gearbox | Contract

- Dragon Age: Origins · Call of Duty: Modern Warfare · Aliens: Colonial Marines — cinematics and character art on shipped AAA titles.

### Adjunct Instructor, Computer Animation

Art Institute of Fort Lauderdale

- Taught 3D modeling, animation, and production pipeline to undergraduate students.

## SKILLS & TOOLS

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### AI Video Generation

Veo3, Kling, Seedance, Runway, LTX2, Higgsfield

### 3D & Animation

3ds Max, Maya, ZBrush, Unreal Engine, MAXScript

### Motion & Post

After Effects, Premiere Pro, DaVinci Resolve

### eLearning & Interactive

Articulate Storyline, Rise, SCORM, Section 508

### Design

Photoshop, Illustrator, InDesign, large-format print

### Methodology

Nano Banana prompt engineering · character consistency · AI pipeline direction

## EDUCATION

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### MFA, Computer Animation

Miami International University of Art & Design

### BFA, Computer Animation

Miami International University of Art & Design