

CHRISTOPHER D WHITE

SENIOR 3D ARTIST ENVIRONMENTS / CHARACTERS

Telekineticfrog@gmail.com (512)653-6882 (mobile) telekineticfrog.com/2018portfolio.shtml

SUMMARY

Senior 3D Artist with 18 years of professional experience and leadership in environments, props and characters - games, VR/AR, & IP creation projects with employers and contract clients such as Sony, Microsoft, Nintendo, Electronic Arts, Ubisoft, THQ Inc., Disney, Pixar, Nickelodeon, Star Wars and more

SKILLS

Specialties: Environment Asset Creation, World Building, Level Design, Hard Surface Modeling, Digital Sculpting of Organic and Stylized Assets, PBR Material Creation, Procedural Material Creation, Photogrammetry & 3D Scanning for Models, Hand Painted Stylized Texturing, Character Creation, 3D Animation, Technical Rigging, Production Pipeline Creation and Management, Art Team Management, Art Outsourcing Management, Sketching, Digital Painting

Software: Autodesk 3D Studio Max, Autodesk Fusion 360, Autodesk Maya, MOI 3D, Pixologic ZBrush, 3D Coat, Substance Designer, Substance Painter, Unreal Engine, Unity, Quixel Suite, Adobe Photoshop, Marmoset Toolbag, Agisoft Photoscan Pro, Arnold Rendering Engine, Keyshot, Reality Capture, Perforce, SVN, Jira, Microsoft Word, Microsoft Excel

EXPERIENCE

Super Evil Megacorp, San Mateo, CA — Senior Environment Artist

2017 - 2018

- Environment and prop asset modeling / digital sculpting, world building for Vainglory, a mobile game on iOS & Android
- Outsourcing management of contracted Chinese studio staff with regards to environments and scheduling
- Shader and material creation / management
- Texture painting
- Mentorship, training and management of junior artists and contractors

gumi America, Inc., Austin, TX — Senior Artist

2015 - 2016

- Environment and prop asset modeling / digital sculpting, world building for multiple mobile game projects
- Development and management of environment pipeline using Unity across projects and our Japan studio
- Shader and material creation / management
- Texture painting
- Rigging & Animation of prop assets and FX

Kings Isle Entertainment, Austin, TX — Senior Environment Artist Level 2

2010 - 2015

- Environment and prop asset modeling, world building for Pirate 101 and Wizard 101 for PC as well as multiple mobile games on iOS and Android
- Texture painting
- Rigging & Animation of prop assets and FX
- Mentorship and training of junior artists

THQ Inc. / Vigil Games, Austin, TX — Senior Environment Artist

2009 - 2010

- Environment and prop asset modeling / digital sculpting, world building for Darksiders, Darksiders 2 & Warhammer 40K Online for Sony Playstation 3, Microsoft XBOX 360 and PC
- Shader and material creation / management
- Texture painting
- Modular environment pipeline curation and management for environments
- Terrain creation and sculpting

Atari / Cryptic Studios, Los Gatos, CA — Lead Character Artist

2009 - 2009

- Digital sculpting of high poly characters and weapons for Star Trek Online MMORPG for Sony Playstation 4, Microsoft XBOX One and PC
- Modeling of low poly game ready characters and weapons
- Texture painting
- Mentorship, training and management of junior artists
- Character pipeline creation and management for character customization system

Electronic Arts / Mythic Studios, Fairfax, VA — Senior Environment & Senior Character Artist

2006 - 2009

- Environment and prop asset modeling / digital sculpting, world building for Warhammer Online Age of Reckoning an MMORPG for PC
- Texture Painting
- Rigging & animation of prop assets and FX
- Character and creature modeling for Warhammer Online Age of Reckoning an MMORPG for PC
- Mentorship, training and management of junior artists (environment strike teams)

THQ Inc. / Helixe, Boston, MA — Senior 3D Artist & Animator

2002 - 2006

- Environment modeling & texturing for multiple licensed IP works from Pixar, Disney, Nickelodeon and Star Wars for Nintendo Wii, Game Boy Advance and DS
- Character modeling & texturing for multiple licensed IP works from Pixar, Disney, Nickelodeon and Star Wars for Nintendo consoles and handhelds
- Rigging & animation of character assets and FX
- Digital painted environment tile atlases, level design and composition

3d6 Games Inc., Las Vegas, NV — Associate Game Artist

2001 - 2001

- Digital painted environment tile atlases, level design and composition for licensed IP work from Disney for Nintendo handhelds
- Hand animated character and FX sprite atlases
- UI asset creation
- Digital painting for animated story scene assets

EDUCATION

Art Institute of Pittsburgh, Pittsburgh, PA — Associates Degree in 3D Animation & Multimedia Development

1996 - 1998

GAMEOGRAPHY

- Vainglory - iOS & Android
- Darksiders - Microsoft XBOX 360 & XBOX One, Sony Playstation 3 & Playstation 4, PC
- Darksiders 2 - Microsoft XBOX 360 & XBOX One, Sony Playstation 3 & Playstation 4, PC
- Warhammer 40K Online Dark Millennium - PC
- Star Trek Online - Microsoft XBOX One, Sony Playstation 4, PC
- Warhammer Online Age of Reckoning - PC
- Floppy & The Sleepy Planet - Nintendo Switch, PC
- DOTA 2 - PC
- Planetside 2 - Sony Playstation 4, PC
- Rise & Destroy Monsters - iOS & Android
- Pirate 101 - PC
- Wizard 101 - PC
- Straight Aces Poker - Mobile, PC
- Kayak Poker - Mobile, PC
- Disney / Pixar's Ratatouille - Nintendo DS
- Disney / Pixar's Ratatouille - Nintendo Game Boy Advance
- Disney / Pixar's Cars - Nintendo DS
- Disney / Pixar's Cars - Nintendo Game Boy Advance
- Disney / Pixar's The Incredibles - Nintendo Game Boy Advance
- Disney / Pixar's The Incredibles 2 Rise of the Underminer - Nintendo DS
- Disney / Pixar's The Incredibles 2 Rise of the Underminer - Nintendo Game Boy Advance
- Disney Atlantis the Lost Empire - Nintendo Game Boy Advance
- Star Wars: A New Droid Army - Nintendo Game Boy Advance
- Rayman Hoodlum's Revenge - Nintendo Game Boy Advance
- Nickelodeon Tak & The Power of Juju - Nintendo Game Boy Advance
- Nickelodeon Tak 2: The Staff of Dreams - Nintendo Game Boy Advance
- Nickelodeon The Fairly Oddparents: Shadow Showdown - Nintendo Game Boy Advance
- Nickelodeon Jimmy Neutron: Jet Fusion - Nintendo Game Boy Advance
- Scooby Doo the Movie - Nintendo Game Boy Advance
- Tetris Worlds - Nintendo Game Boy Advance