

Chris Whitaker

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Education:

Associate in Applied Science: Digital Media

Parkland College, 2008

Various studies in Illustration

Academy of Art University, 2011-2012

Technical Skills/Programs Known:

- Autodesk 3ds Max
- Autodesk Maya
- Pixologic Zbrush
- MEL scripting
- Max scripting
- Adobe Photoshop
- Adobe After Effects
- Photoshop scripting
- Deeppaint3d
- 3dcoat

Related Experience:

Freelance

11/2011 – Present

3d Character Artist

- Help create character assets for games

Cryptic Studios

3/2009 – 8/2011

Character Artist

- Model, texture, and skin weight modular characters for customization-heavy MMO's
- Make scripts, tools, and workflows to help streamline character pipeline across multiple projects

Parkland College Computer Animation Department

1/2008 – 7/2008

Class Assistant

- Assist in teaching students 3d character modeling, texturing, rigging, and animation

University of Illinois Civil Engineering Department

4/2007 – 3/2008

3d technician

- Hard-surface modeling, texturing, and deformation of railroad appliances for use in testing machine vision algorithms
- Scene setup, MEL scripting, and documentation

Contributed Work:

- Champions Online
- Star Trek Online
- League of Legends
- Megaman Tribute Artbook

References available upon request