

Chris Whitaker

12706 176th Ave SE Renton, Washington 98059

E-mail: Chris@FunkyBunnies3d.com

Website: www.FunkyBunnies3d.com

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
- Photoshop scripting
- Python scripting
- Adobe Photoshop
- Substance Painter
- Quixel Suite
- 3d coat
- Marmoset Toolbag
- Adobe After Effects
- Unity
- Unreal
- PlayCanvas

Related Experience:

Pie Trap Studios

Chief Solutions Officer

1/2023 - Present

- Evaluate unique project needs and challenges for multiple clients
- Work with clients to understand and consult on product goals and risks as they relate to visual brand, artistic identity, pipeline, and how art can help at scale
- Work with clients to come up with creative solutions to technical and artistic challenges
- Documentation and planning to facilitate communication cross-team with multiple clients
- Establish and document art pipelines/guidelines to maintain quality with internal/external teams
- Work closely with team to adhere to technical and artistic requirements

Art Director

9/2020 – 12/2022

- Work with clients to understand and consult on product goals as they relate to visual brand and artistic identity
- Work closely with team to adhere to technical and artistic requirements

Final Strike Games

10/2017 – 7/2020

Senior Character Artist

- Work collaboratively on stylized FPS characters and skins that meet game design needs
- Work with animation and tech-art to try and achieve 1st or 3rd person game character designs
- Work with small team to help establish tone and unique visual identity for prototype projects
- Provide guidance and feedback to other artists on the team

5th Cell Media

11/2013 – 3/2016

Senior Character Artist

- Help explore various types of 3d character styles
- Model and texture characters, hard-surface, and equipment
- Work with Animators to resolve common character deformation challenges
- Work with tech artist and character lead to help improve character pipeline
- Own complicated important characters under sometimes tight deadlines
- Contribute to a constructive, motivated environment for artistic growth

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Freelance

11/2011 – 7/2020

3d Character Artist

- Help create character assets for various videogames, boardgames, and mobile games

Cryptic Studios

3/2009 – 8/2011

Character Artist

- Model, texture, and skin weight modular characters for customization-heavy MMO's
- Dialog with players via forums to identify issues and ideas for cosmetics on a live f2p MMO
- Make scripts, tools, & workflows to help streamline character pipeline across multiple games

Contributed Work

- | | |
|--------------------------------------|-------------------------------|
| • Champions Online | • Prodigy Tactics |
| • Star Trek Online | • Spyro Reignited |
| • League of Legends | • Rocket Arena |
| • The Settlers - Kingdoms of Anteria | • Rawmen |
| • Power Rangers Legends | • Everdale |
| • Megaman Tribute Artbook | • Magic Spellslingers |
| • Kingdom Death | • The Walking Dead: Last Mile |
| • Relic Knights | • Concord |
| • Shardbound | • and more! |