Chris Camp

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SUMMARY

My name is Chris Camp and I am a passionate Senior 3D/Lead Artist with extensive experience in the game development, film and practical application industries. I have contributed to the development of providing best practices, optimizing pipelines/workflows and above all strived to deliver the highest form of fidelity with my art for various types of platforms.

EXPERIENCE

Lead Asset Artist
Day For Nite   **March 2020 –**Current, US, CA, Los Angeles
· Required to push quick & efficient turnaround rate for all Assets.
· Developed Assets from scratch (e.g. Rigs, Animation, Models, Textures).
· Heavy use of Substance Painter, Blender, Maya, Zbrush, UE4/UE5 & Photoshop for asset development/Integration
· Joined team and Lead meetings to provide solutions and pipeline optimization.
· Use of Perforce for expedient sourcing for asset ingestion/testing assets in various level types
· Responsible for art direction on various assets ranging from vehicles, environments, props and characters.
· Dedicated time to teaching In-House Rigging workflow/tools for on boarding. purposes to multiple Asset Artists.

Senior 3D Artist
ZTX   **March 2023 –September 2023, Los Angeles**
· Ideate, sketch and take ownership over different looks & feels of environments, structures, in-world assets, wearables and more
· Modeling and texturing various assets using Maya, 3ds Max, Zbrush, Substance Painter & Designer
· Rendering out high end Motion Graphics for marketing and branding
· Working Closely with other 3D Artists and Art Director to solidy pipeline between outsourcing team and internal team
· Reviewing outsourced concepts and assets and pushing the envelope in terms of lookDev while retaining optimized workflow and best practices
· Training of Jr Artists and providing feedback on asset work before publishing

Lead VAD/Asset Artist
Halon Entertainment   **December 2020 – April 2023, US, CA, Santa Monica**
· Responsible for on boarding new hires and walking them through project pipeline.
· Set dress for scene composition and compelling level layout.
· Heavy use of Substance Painter, Maya, 3ds Max, Zbrush & Photoshop for asset development.
· Joined various meetings to provide solutions and pipeline optimization.
· Package/export assets and environments for delivery to production or vendors.
· Required to push quick & efficient turnaround rate for all Assets.
· Developed Assets from scratch (e.g. Rigs, Animation, Models, Textures).
· Upressing game models to cinematic quality.

Senior 3D Technical Artist
PortalsXR   **August 2019 – December 2019, US, CA, Los Angeles**
· Responsible for developing best pipeline & practices to deal with AR constraints between Art department & Engineering team.
· Cached & Baked Particle FX via Maya Ncloth/Shatter too be exported to Unity.
· Created 2D/3D animation clips/cycles in Unity Animator Controller, After Effects & Maya.
· Painted & Baked out Procedural/Unique Textures using various software (e.g. Substance Painter, Quixel & Knald).
· Stayed within the technical boundaries of iOS & Android compression while maintaining fidelity.
· Took Part in the reviewing/hiring process of other 3D Artists.
· Developed various rigs with blendshape values to allow for vehicle operations, squash & stretch deformations etc.
· Provided insight on the value of certain plugins & tools for a fast & efficient workflow for 3D Artists for Engineer team to consider.

Asset Artist/PostVis Artist
Technicolor MPC   **April 2019 – August 2019, US, CA, Culver City**
· Created Assets from scratch (e.g. Rigs, Animation, Models, Textures).
· Tasked with quick & efficient turnaround rate for all Assets.
· Animated, Tracked & Composited shots for Postvis elements in live action footage.
· Sat in on Kickoff's & Conferences with client to determine & clarify shot direction.

Environment Artist
Amazon Game Studios   **August 2018 - December 2018, US, CA, Irvine**
· Kitbashed existing assets to create modular assets while maintaining game's desired look.
· Created tile textures via Zbrush by sculpting & baking down the pipeline's required maps.
· Use of xNormal, Knald & Photoshop to generate & edit textures for props, structures & terrain.
· Handled Greybox Modeling on various assets (e.g. rocks, wood barriers, modular tier structures & furniture props).

Previs Artist/Motion Graphics Artist
Pure Imagination Studios   **January 2018 - July 2018, US, CA, Van Nuys**
· Sole Artist to build from the ground up, a working efficient pipeline between Maya, After Effects & Photoshop to submit quick pre-rendered animations for producers & client to review on a daily/weekly basis.
· Handled all Animation, Rigging, Lighting, VFX, Audio, 2D/3D Compositing, Rendering, Modeling & Texturing.
· Adhered to client notes when determining changes for timing & visuals to be rendered & composited.
· Collaborated with studio Lead Engineer to ensure final output would be technically feasible while maintaining fidelity and look of project.

Lead Environment Artist
Skydance Interactive   **February 2017 - November 2017, US, CA, Marina Del Rey**
· Handled outsourced assets by polishing & optimizing them for all levels as well as developed assets from scratch.
· Utilized multiple scripts & plugins in Maya & 3ds Max for fast and efficient workflow.
· Worked closely with Art Director to maintain believable scale for IP and world build story driven.
· environments in UE4.
· Collaborated with Environment & Level Design team to make cohesive and appealing levels.
· Evaluated where to allocate team efforts to best suit production schedule.
· Worked with Level Designers & Concept Artist for best approach for Layout/White boxing Exterior & Interior Levels to meet vision of the Creative Director.
· Attended Exec/Lead meetings to discuss best practices and routes/tasks for the Environment team.

3D Generalist
Inhance Digital   **April 2016 - December 2016, US, CA, Beverly Hills**
· Built Assets from scratch (Modeling, Animation, Rigs, Texturing).
· Worked off reference & style sheets to execute desired layout in UE4 & Unity.
· Created Particle Effects via cascade in UE4 and Particle System in Unity.
· Optimized Assets further when bringing them in from Maya to UE4/Unity for Real-Time projects.
· Heavy use of UE4 Material Editor & Matinee/Sequencer.
· Met tight deadlines & expectations from Producer reviews.
· Worked on multiple mediums that were studio's first time doing them (e.g. VR & AR).

Previs Artist/Engine Artist
Halon Entertainment LLC   **November 2015 - April 2016, US, CA, Santa Monica**
· Polished & Troubleshoot Rigged Characters, Props, Vehicles & Animations.
· Tasked with integrating Maya previs scene setup to UE4.
· Generated & Edited FX in UE4's Cascade.
· Heavy use of UE4 matinee for Camera & Asset Layout.
· Edited Height Maps & Terrain meshes to fit engine scene.

World Builder/Polish Artist
Red IMP Games   **May 2015 - July 2015, US, CA, Santa Monica**
· Utilized in house 3D Asset Library to develop modular layout in level design.
· Provided feedback on texture & poly budget to maintain most optimal results when profiling for mobile platform.
· Created height maps by using World Machine to better suit environment concept.
· Responsible for Blueprint setup that included Lighting, Switches & destructible scenery.
· Combined and mapped out various textures given to develop texture atlases.
· Fixed Light Map UV setup in 3ds Max.

Lead Character Artist
Bio-Hazard Entertainment   **January 2015 - June 2015, US, CA, Culver City**
· Stylized Hand Painting Game Assets ranging from Environments to Creatures.
· Modeled Hard Surface and Organic Models.
· Conferences with team to get desired look dev & changes.
· Met tight deadlines.
· Taught Junior Character Artists standard rigging principles & proper topology conducive to deformation needs.

Character Artist
Final Genesis Studios LLC   **December 2014 - January 2015, US, CA, Burbank**
· Sculpted characters using Zbrush based off concept artists turnaround sketches.
· Developed multiple renditions until Lead review passed them.
· Researched backgrounds of character concept to get desired design.
· Brought into UE4 Test Levels to ensure world lighting & scale worked properly with character.

Cinematic Artist
Sentient Studios   **October 2014 - December 2014, US, CA, San Francisco**
· Responsible for fleshing out environment and providing desired lighting.
· Rendered using Maya Vray to then be brought into After Effects and composited for final look.
· Advised team on how to go about developing the VFX for creature smashing animation.

Sony Online Entertainment   **July 2014 - November 2014, US, CA, San Diego**
·Design vehicle concepts & matte paintings in Photoshop based on game direction.
· Modeled & Textured assets ranging from character armor to vehicles.
· Heavy use of Maya & Zbrush to develop meshes from High to Low poly.

3D Artist
Microsoft   **October 2013 - August 2014, US, CO, Boulder**
·Tasked with polishing & fixing topology from scanned geometry.
· Fixed messy or broken textures in 3ds Max.
· Helped with severe pipeline issues too ensure quicker and more efficient use of artist daily tasks.
· Met tight deadlines.
· Quickly learned proprietary software that was used for final build of Bing Maps.

EDUCATION

Media Arts & Animation
The Art Institute of Colorado · US, CO, Denver · 2013