

# *Christopher Hunter - Curriculum Vitae*

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## Key skills

- Full working knowledge of Maya, 3ds Max, Z-Brush, Substance Painter, Substance Designer and Photoshop
- A strong asset, vehicle and environment modeller
- A strong understanding of uvw mapping, unwrapping and texturing
- A strong understanding of optimisation and in-game performance
- A very strong passion towards games and game making
- Experience on multiple shipped titles

## Education

<b>Establishment</b>	<b>Year</b>	<b>Qualifications</b>
St Helens College	2010-2011	Ba (Hons) Game Art 1 <sup>st</sup> class degree
St Helens College	2008-2010	FDA computer games design

## Career History

### **2018– Present**

#### **Environment Artist – TT Games**

- *TBA project*
- Tileable materials and textures specialist using a PBR workflow
- Creating 3D models and scenes using Maya, Z-Brush, Substance Painter and Designer
- Optimising models and scenes to improve performance and memory costs
- Lighting environments and creating dynamic lighting using the in-house editor
- Baking high poly models onto lower poly meshes

### **2016– 2018**

#### **Junior Environment Artist – TT Games**

- *LEGO Dimensions (Mission Impossible, Gremlins and Knight Rider packs)*
- *LEGO Marvel Super Heroes 2*
- Creating 3D models and scenes using Maya, Z-Brush and Photoshop and Substance Painter
- Creating materials and textures using a PBR workflow
- Lighting environments and creating dynamic lighting using the in-house editor
- Baking high poly models onto lower poly meshes

### **2015– 2016**

#### **Junior Construction Artist / Designer – TT Fusion**

- *LEGO Jurassic World, LEGO Star Wars: The Force Awakens*
- Design, construction, rigging and animation of level specific set-piece and incidental LEGO assets
- Setup / triggering of level specific LEGO assets and level / puzzle flow via in-house editors
- Optimisation of level specific LEGO assets and LODing where required across platforms

### **2012 – 2015**

#### **3D Specialist lecturer – St Helens College**

- Teaching basic modelling, texturing, rendering and animation skills
- Motivating disinterested people

### **2011 – 2014**

#### **Junior Development programmer – Business Micros**

- Developing a working knowledge of ASP.net and VB.net
- Developing and updating websites
- Working in Photoshop to edit huge amounts of imagery

### **2011 – 2011**

#### **Intern Junior 3D Artist – TT Fusion**

- *Spy Hunter (PS Vita / Nintendo 3DS)*

References available on request

Portfolio: <http://www.chrishunter3d.co.uk>