

Chris Hunter

Merseyside, England
chris@chrishunter3d.co.uk
chrishunter3d.co.uk
07584 119471

Software used

- Maya
- 3DS Max
- Z-Brush
- Mudbox
- Photoshop
- nDo2
- Substance Painter
- UDK
- Unreal Engine 4

Key skills

- A strong asset, vehicle and environment modeller
- A strong understanding of uvw mapping, unwrapping and texturing
- A Strong understanding of high to low poly baking
- Knowledge of character rigging and skinning
- A very strong passion towards games and game making
- Quick to learn new software and tools

Experience

Junior Environment Artist, TT-Games

2016-Present

- Creating 3D models and scenes using Maya, Z-Brush and Photoshop
- 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

Junior Construction Artist / Designer , TT Fusion

2015-2016

- 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

3D Artist, Abominatus games (Indie project)

2013-2015

- Creating high quality vehicle and environmental models
- Creating models from concepts and using artistic license where needed
- Creating high quality textures
- Working with high to low poly baking
- Working as part of an international team via the internet

Education

2008-2011 - Ba (Hons) Game Art 1st class Degree

St Helens college (Validated by John Moores University)

2008-2010 - FDa Computer Games design

St Helens college (Validated by Huddersfield University)