

CHRISTOPHER WOOD

3D ARTIST

<http://christopher.wood.org>

christopher@wood.org

(405)535-6725

Software Skills

- Adobe Photoshop
- Adobe Indesign
- Adobe Illustrator
- Autodesk 3ds Max 2009
- Autodesk Maya
- Presagis Creator
- Zbrush
- Source (Half-Life)
- Mudbox 1.0
- Final Cut Pro
- Maxscript
- UT3
- UT 2004
- GUI Studio MDL
- VTFEdit
- Microsoft Access
- GarageGames Torque
- xNormal v3.14
- Crazybump

Experience

Bordeom's Products

January 2010 - Present

- **Extreme Hugtime Simulation Challenge:** Casual game, XBLA and PC
- Character modeler
- Modeled and textured all characters for the project

Crippled Shark, LLC

November 2009 - December 2009

- 3D Artist and Animator
- Design, model, and animate a character for display online.

L-3 Communications

April 2009 - November 2009

- Asset Modeler
- Created vehicle models and textures for military flight simulators

Gearbox Software

January 2009 - February 2009

- Unannounced: 1st person action game
- Environmental Artist, Gearbox Software project
- Developed low and high poly models and textures for in-game assets.
- Ensured assets worked correctly in engine

Guildhall at SMU

June 2008 - December 2008

- **Nightmare:** 3rd person single-player action game, PC
- Student Game Project in Source, 16 member team
- Lead Animator, Art Pipeline, and Asset Artist
- Created custom rigs for six humanoid characters
- Designed animation cycles for all characters
- Ensured all art assets worked correctly in engine
- Assigned the animation workload among the animation team

Guildhall at SMU

December 2007 - May 2008

- **Extinction:** 3rd and 1st person team-based action game, PC
- Student Game Project in Unreal Tournament 2004, 12 member team
- Lead Animator and Environmental Artist
- Built animation sets for three humanoid characters
- Tested all animations imported in engine
- Coded UT2k4 animation digester scripts
- Mentored another animator on the team
- Built environmental art assets

Guildhall at SMU

August 2007 - September 2007

- **Juan de Mars:** 2d platformer, PC
- Student Game Project in TorqueX, 4 member team
- Game Artist
- Designed enemy and environment concepts and sprites and created UI graphics

Apptis

May 2005 - August 2005

- Database Engineer, Intern
- Developed a comprehensive employee database

Advancia

May 2000 - August 2000

- Software Engineer, Intern
- Developed web content and data entry upgrading legacy databases

Education

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The Guildhall at Southern Methodist University, Plano, Texas

- Master of Interactive Technology, specialization in Art Creation, December 2008

John Brown University, Siloam Springs, Arkansas

- Bachelor of Science in Digital Media Arts, May 2007