

CHRISTOPHER TAYLOR

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Objective: Seeking 3D computer graphic artist position for game, animation or film company.

Summary of Qualifications

- ◆ Solid understanding of rigging, skinning and animation methodologies.
- ◆ Experienced in various scripting and programming languages including Python and MEL.
- ◆ Skilled in all stages of asset development pipeline; concept design, modeling, UV mapping, texturing, lighting and shader development.
- ◆ Detail oriented; able to research, design and prototype solutions to technical problems.
- ◆ Designed created and finalized both static and dynamic 3D art assets for games from concept to completion.

Experience

- 2014 **Keep Talking and Nobody Explodes (Indie Game)** *Keep Talking Games*
Lead Concept Artist
- Designed and developed concepts for over 20 interactive puzzle components as well as including environment props.
 - Assisted in overall look and feel of gameplay elements as well as mood and atmosphere of game.
- Asset Developer**
- Modeled low-poly 3D models designed to be viewed in Oculus Rift.
 - Hand-painted textures with consideration for material states, in-game shader and lighting configurations.
- 2013 - **Pole Force One (Indie Game)** *ComboMash Studios*
2014 **Lead Concept Artist**
- Developed detailed concept art for 6 main characters as well as enemy design variations.
 - Designed character details and accessories to facilitate modeling and game play mechanics.
 - Designed various environment locales and assisted in game story, look and feel.
- 2010 **Architectural Membrane Research** *Manuel Baez Studio*
3D Technical Assistant
- Researched and developed Maya C++ Plugin API used to facilitate field geometry.
 - Developed 3D dynamic systems using Maya.
 - Prepared 3D stills and animation prototypes for architectural visualizations.
- 2009 - **Bachelor of Interactive Media and Design Thesis Animation** *Carleton University*
2010 **Project**
Lead Concept Artist
- Designed environment props, main 3D animated characters not only in design but as well technical aspects of mechanical movement.
 - Created color maps, moodboards and other previsualization elements.
- 3D Asset Developer**
- Modeled, textured, animated and rigged several key characters including 1 non-bipedal character and 1 mechanical character.
 - Assisted in development, training and problem solving 3D assets to be finalized for 3D animation.

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Experience

- 2007 - 2008 web.alive Project *Nortel Networks*
2D and 3D Digital Artist
- Designed, modeled and textured digital assets using Maya and Unreal.
 - Managed web-based virtual environments using Unreal 2.0 Engine.
 - Designed and created promotional material including brochures, blog, and website portals for product launch using Photoshop, InDesign and Dreamweaver.
 - Contributed to the web.alive system specification.
- 2007 Mobile Streaming Video Project *Carleton University*
NSERC Undergraduate Research Student
- Research and development of GUI interface design and its application onto mobile devices.
 - Self managed side projects including concept development, application storyboards and video editing.

Awards

- 2010 Graduate Scholarship, Dean of Graduate Scholarship
2010, 2007 NSERC Undergraduate Research Award
2005 - 2010 Harry S. Southam Scholarship
2006, 2007 Entrance Scholarship Award
2005 Ontario Scholar's Award

Skills

Software

- Adobe (*Photoshop, Illustrator, Flash, Dreamweaver, InDesign*)
- Autodesk (*Maya, Sketchbook Pro*), *UDK, ZBrush, Corel Painter*

Programming

- C++, C#, Java, Mel script, Python, HTML, CSS, Javascript, PHP

Education

- 2010 - 2013 Masters of Science: ISS (Systems Engineering) *Carleton University*
Department of Systems & Computer Engineering
- Research in scalable animation and procedural modeling for video games.
 - Awarded Dean of Graduate Studies Entrance Scholarship and Graduate Scholarship.
 - Teaching Assistant for 3D modeling, 3D animation and introductory programming.
- Courses Taken:
- *Computational Geometry*
 - *Dynamic Content Generation*
 - *Applied Computational Geometry*
 - *Design and Analysis of Algorithms*
 - *Swarm Intelligence*
 - *Multimedia Compression*
 - *Combinatorial Game Theory*
 - *Non-Photorealistic Rendering*
- 2005 - 2010 Bachelor of Information Technology *Carleton University*
Interactive Multimedia & Design
- Graduated with Honours.
 - Coop certificate.
 - Awarded with the Harry S. Southam Scholarship.