

CHRISTOPHER TAYLOR

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Objective: Seeking a concept artist position at a video game company.

Summary of Qualifications

- ◆ Skilled in all stages of asset development pipeline; concept design, modelling, UV mapping, texturing, lighting and shader development.
- ◆ Proficient in various 3D software, 3D game engines and platforms.
- ◆ Detail and goal oriented.
- ◆ Collaborated with game programmers and game designers to ensure assets maintain desired visual quality as well as efficient file complexity.
- ◆ Designed, created and finalized both static and dynamic art assets for games from concept to completion.

Experience

2014 - 2018
Freelance Digital Artist

- Developed character designs, environments, and illustrations catering to client requirements in an iterative and modular approach.
- Contracted on a range of 3D projects including 3D mockups, in-game models that were textured and rigged for mobile devices.

2016
Crowd Simulation Research

Carleton University

3D Artist

- Designed, modeled and UV mapping 3D character models to be used within crowd simulation research with consideration for modular variance.

Undisclosed Indie Title

Hot Glue Games

Contract Concept Artist

- Explored designs and styles for character and environment concepts to help visualize initial game direction.

2014 - 2015
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 - 2014
Pole Force One (Indie Game)

ComboMash Studios

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.

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Awards & Publications

2015	Artwork featured in Official Playstation Magazine UK, Issue 109, May 2015
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, Maya C++ API, Python, HTML, CSS, Javascript, PHP,

Education

2010 - 2013	Masters of Science: ISS (Systems Engineering) Department of Systems & Computer Engineering <ul style="list-style-type: none">▪ 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: <ul style="list-style-type: none">○ <i>Computational Geometry</i>○ <i>Dynamic Content Generation</i>○ <i>Applied Computational Geometry</i>○ <i>Design and Analysis of Algorithms</i>○ <i>Swarm Intelligence</i>○ <i>Multimedia Compression</i>○ <i>Combinatorial Game Theory</i>○ <i>Non-Photorealistic Rendering</i>	<i>Carleton University</i>
2005 - 2010	Bachelor of Information Technology Interactive Multimedia & Design <ul style="list-style-type: none">▪ Graduated with Honours.▪ Coop certificate.▪ Awarded with the Harry S. Southam Scholarship.	<i>Carleton University</i>

Online Courses

2016	Environment Design Kalen Chock <ul style="list-style-type: none">▪ Refined visual communication skills of environment design▪ Refined skills in lineart, 3D paintovers, composition and callout sheets	<i>Robotpencil.net</i>
2015	Advanced Environment Design Simon Scales <ul style="list-style-type: none">▪ Developed skills in photobashing and environment development	<i>CGSociety.org</i>