

# CHRISTOPHER TAYLOR

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**Objective:** Seeking game artist position for game, animation or film company.

## Summary of Qualifications

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- ◆ Skilled in all stages of asset development pipeline; concept design, modeling, 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 3D art assets for games from concept to completion.

## Experience

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2015 - Freelance Digital Artist  
2019

- 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 - Keep Talking and Nobody Explodes ( Indie Game )  
2015

*Steel Crate 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 )  
2014

*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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## Experience

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2009 - Bachelor of Interactive Media and Design Thesis *Carleton University*  
2010 Animation 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.

2007 - web.alive Project *Nortel Networks*  
2008

### Asset Developer

- Designed and photo-realistic digital assets for online immersive environment.
- Managed web-based virtual environments using Unreal 2.0 engine.
- Designed and created static and interactive models with efforts to simplify asset update pipeline.
- Contributed to original web.alive system specification documentation for both asset creation and asset updating and upkeep.

## Skills

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### Software

- ◆ Adobe (*Photoshop, Illustrator, Bridge, InDesign, Dreamweaver*)
- ◆ Autodesk (*Maya, Mudbox, Sketchbook Pro*),
- ◆ Allegorithmic (*Substance Designer, Substance Painter*)
- ◆ UE4, UDK, Unity, Marmoset Toolbag
- ◆ ZBrush, Corel Painter, 3D Coat

### Programming

- ◆ C++, C#, Java
- ◆ HTML, CSS, Javascript, PHP
- ◆ Mel script, Python, Maya API ( C++, Python)

## Education

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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**