

Chris Holbrow
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Objective

To work on great projects that further develop my skill as a character artist.

Software proficiency

Autodesk Maya	Pixologic Zbrush	Autodesk Combustion
Autodesk 3Dsmax	Adobe Photoshop	Adobe Premier Pro

Experience

2009-2010 **Magellan Interactive**
Unannounced sports title (Wii) - modeled and textured all playable characters and all environments.
Triple Crown Championship Snowboarding (Wii) - modeled all playable characters and all environments in a very short time.

During my time at Magellan I developed an environment shader which allows multiple tiling textures to blend using a non tiling RGB mask. This, paired with a non tiling lightmap as an overlay, had a dramatic effect on the visual quality of the games.

Created a method of modeling and lighting track pieces that would allow seamless randomized levels. Documented skinning and advanced rigging techniques to allow the animators to rig the characters themselves.

Worked with the programming team to greatly simplify the art export pipeline. Changed it from an export selected system requiring a lot of manual selecting and naming of each export. To a simple one button export that takes name and location information from the Maya file.

2006-2008 **Backbone Entertainment Vancouver**
Military Madness Nectaris (WiiWare, PSN, Xbox LIVE) Lead Artist. Managed and mentored all artists. I was responsible for maintaining a high visual quality that would run in real-time on the Wii and fit within a 40 MB download.
Monsterlab (Wii, DS, PS2) Character artist. I created 65 of the 156 monster parts and 12 of the 16 characters. I also managed the outsourcing for the DS level of detail.

2004-2007 **Vanarts**
Part time instructor for Intro to Maya, Game Art and Texture Painting classes. I mentored students and critiqued their work. I also used my experience to solve the many technical problems that students create in Maya.

2004-2005 **Celestine Studios**
Modeled photo real sculptures for Eclipse Awards products catalogue.
Modeled and textured buildings and terrain using topographical maps, photo reference and blueprints for water treatment plant previsualization.

2002-2003 **Freelance**
Tax Relief Inc. Video compositing using Autodesk Combustion. Planned all shots.
California Clinical Trials. Video compositing, keying and colour correction using Autodesk Combustion.

Education

1999-2003	DXLAB – Digital Experts: Learning and Business. Digital Multimedia and Game Design
1998-2002	Robert Bateman Secondary School

Honors and Awards

2002	Skills Canada Computer Animation: BC Gold and National Gold
2009	Vancouver Opera house, Operabot animation contest 2nd place

Reference

Available upon request