

Chris Holbrow
www.vertexpirate.com
2750 St Mortiz Way Abbotsford, BC

Experience

- 2011-Present **Hothead Games**
Unannounced action title – Character Artist
- 2011-Present **Pacific Audio Visual Institute**
Writing and Instructing the Z-brush modeling course
- 2010-Present **The Art Institute of Vancouver**
Writing and Instructing the Z-brush modeling course for Character Modeling and Visual Effects students
- 2010-Present **Vancouver College of Art and Design**
Part time Instructor for Z-brush and Introduction to Photoshop classes
- 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.
- 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 Introduction to Maya, Game Art and Texture Painting classes. I mentored students and critiqued their work.
- 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

Software proficiency

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

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