

Chris Holbrow
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Experience

Magellan Interactive 2009 - Present

Character and environment artist on Triple Crown Championship Snowboarding. Modeled all playable characters and all environments on a strict time line. Character and environment modeler on unannounced Wii title. Developed studio model exporting and shader technology.

Backbone Vancouver 2006 - 2008

Lead artist on Military Madness a PSN/Xbox LIVE title. Created art workflow, managed and mentored artists. Maintained art style from concept to in game. Character artist on Monster Lab Wii. Created 65 of 156 monster parts and 12 of the 16 characters. Managed outsourcing for DS level of detail.

Vanarts 2004 - 2007

Instructor for intro to Maya and texture painting classes.

Celestine Studios 2004 - 2005

Modeled sculptures for Eclipse Awards products catalogue.
Nanaimo Pollution Control Center Pre-visualization: Modeled and textured buildings.

Freelance 2002 - 2003

Tax Relief Inc. Commercial Video compositing, planned all the shots.
Insomnia Commercial California Clinical Trials.
Compositing over 20 layers of footage, keying and colour correction.

Programs

Skill level

3DS max	experience 8 years
Maya	experience 6 years
Wings 3D	experience 8 years
Adobe Photoshop	experience 12 years
Autodesk Combustion	experience 5 years
Adobe Premiere	experience 8 years

Education

1998 - 2002 design and communications Robert Bateman Secondary
(Computer animation, game development)

Reference

Available upon request