Colby Christopher

Hard Surface Artist

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SKILLS & TOOLS

- Hard surface modeling
- Environmental modeling
- Weapon modeling
- High & low poly modeling
- PBR texturing
- Texture baking

- UV mapping
- Mesh optimization
- Retopology
- Digital sculpting
- Rendering
- Agile development

- Blender
- Substance Painter
- Maya
- 3ds Max
- Zbrush
- Unreal Engine

- Marmoset Toolbag
- Premiere Pro
- Photoshop
- Unity
- Marvelous Designer
- Risom UV

EXPERIENCE

A Square Games & Simulation - *Pandora's Party Box* | 3D Artist Intern   Jan. 2024 - Present
- Developed 30+ assets in an upcoming party game for Steam
- Quickly implemented changes following feedback sessions
- Adapted to a stylized art style through textures & lighting
- Integrated assets into Unity, while communicating with Agile/Scrum methodologies

Lizard Lair Games - *Volcanewt* | Art Lead   Aug. 2023 - Present
- Established a workflow guide for a team of artists & provided resources for task execution
- Assured that teams assets adhered to the art style, & led discussions each week about revisions
- Developed 3+ Boss Models, & edited a variety of assets
- Implemented various assets into Unreal 5 & implemented custom collisions & LODS

Coffee Cup Industries - *Retribution* | Environment Artist   Aug. 2023 - Jan. 2024
- Assisted in creating an art style & ASG documentation
- Created a modular building system comprising over 40+ assets to populate scenes
- Utilized tiling textures, trim sheets & created materials in UE5
- Developed & integrated 3D models, using proper file structure for large world generation

Aviary Productions - *Dark Aviary* | Prop Artist   Nov. 2022 - July. 2023
- Developed various game-ready assets in alignment with the nanite texturing pipeline
- Leveraged Blender's remesher workflow & efficiently laid out UVs
- Integrated assets into Unreal 5, ensuring proper functionality
- Met multiple deadlines by logging progress on Gira, while delivering timely revisions

Arthrex - *OR Environment* | Medical Animation Intern   May 2017 - Aug. 2017
- Collected references & precise measurements from an on site operating room
- Recreated OR environment & implemented props & tools for renders
- Worked alongside 3D Animation Supervisor to produce photorealistic renders using V-RAY
- Acquired valuable techniques, & workflow knowledge from the art & animation team

iHeartFilms - *Editor* | Wedding Videographer   Dec. 2015 - May 2017
- Framed camera shots while adjusting lighting under diverse conditions
- Arranged three-point lighting configurations & audio equipment for optimal production quality
- Coordinated with multiple teams to ensure seamless event coverage
- Edited & post-processed footage to create a compelling narrative

EDUCATION

The University of Central Florida   Aug. 2020 - May 2024
- Digital Media | B.A. | Game Design - Art Track