Christopher Tham

Bangalore | Pune | Hyderabad | christophertham.artist@gmail.com | +91 7702371331

Professional Summary

Creative and detail-driven 3D Modeling & Texturing Artist with 4+ years of experience producing high-quality assets for gaming, animation, industrial design, and simulations. Specializes in Autodesk Maya, Substance Painter, and Autodesk 3ds Max with a strong background in spatial design, real-time optimization, and photorealistic rendering. Adept at collaborating with interdisciplinary teams to deliver visually compelling environments and character assets aligned with elite production standards.

Core Skills & Technical Proficiencies

- 3D Modeling & Texturing: Autodesk Maya (Primary), Autodesk 3ds Max, Blender, ZBrush, Topogun
- Rendering & Visualization: Marmoset Toolbag, V-Ray, Arnold
- Texturing & Look Development: Substance Painter (Primary), Adobe Photoshop, Illustrator
- Compositing & Post: Adobe After Effects, Foundry Nuke, SilhouetteFX
- Additional Tools: Google Earth (reference modeling)
- Strengths: client communication, QA for AAA assets, team leadership

Professional Experience

Tata Elxsi, Bangalore, India
3D Modeling & Texturing Artist
May 2022 – Present

- Produced high-fidelity 3D assets across domains including e-commerce (Amazon), industrial simulation - Tata Steel(3D model of industrial buildings).
- Designed photorealistic props (e.g., shoes, bags, electronics, furnitures) and stylized natural environments for a short anime film.
- Retopologized complex meshes for EPCL Train Project and developed high-quality automotive models for EVOX(using realistic images for both interior and exterior) using Autodesk Maya.
- Currently focused on building detailed architectural models using Google Earth references for Alstom's urban simulations.

Little Red Zombie, Hyderabad, India
3D Character QC Artist / Team Lead (AAA Games)
June 2021 – April 2022

- Oversaw QA processes for AAA character models and outfits, ensuring optimization in Maya and clean topology in line with engine constraints.
- Conducted detailed mesh inspections and high-to-low poly detail baking using Marmoset Toolbag.
- Textured assets in Substance Painter, integrated client feedback, and mentored junior artists.

Education

Dr. B.R. Ambedkar Open University, Hyderabad
Bachelor of Arts (B.A.) – Ongoing
Feb 2024 – Present

Arena Animation, Hyderabad
Professional Certification in 3D Animation & VFX
Jul 2018 – Nov 2019

Wesley Junior College, Hyderabad
Higher Secondary Education (Intermediate)
Aug 2017 – Jun 2018

St. John's Church High School, Hyderabad
Secondary School Certificate (SSC)
Aug 2014 – May 2015

Highlighted Projects

- Amazon Visuals: Designed commercial product models (shoes, bags, electronics, furnitures) optimized for high-volume visualization.
- EVOX Automotive Demos: Created high-fidelity interior/exterior car models for advertising and entertainment.
- Tata Steel Industrial Scene: Developed complex spatial layouts to explain large-scale industry operations.
- Anime Short Film: Crafted stylized nature assets; textured with Substance Painter for cinematic quality.