

Chris McNeill

Lecturer in 3D Animation and Games Development

Chester, PA - Email me on Indeed: [indeed.com/r/Chris-McNeill/3ee6a9c2baf4d257](https://www.indeed.com/r/Chris-McNeill/3ee6a9c2baf4d257)

WORK EXPERIENCE

Lecturer in 3D Animation and Games Development

West Cheshire College - September 2011 to September 2011

Teaching the fundamentals of animation and game production within an established assessment and grading criteria, and assisting co-workers within all aspects of work development and teaching guidelines whilst utilising a flexible and adaptive approach in order to deliver a variety of teaching assignments

Key Responsibilities -

- Tutoring of game development practices such as character modelling, rigging and animation cycles in accordance with educational guidelines.
- Exhibiting strong organisational and communication skills to develop a variety of structure files and tracking documents, to assist students with understanding various production pipeline procedures.
- Grading/Marking of all students work related to learning outcomes and achievements and feedback suggested improvements of performance and areas for development.

3D Marketing and Promotional Artist

Rare Studios - May 2011 to May 2011

Video of - Kinects sports season 2 at GameTrailers

Game title - Kinect Sports Season 2

Development of outward public artwork and video promotional material for the next Kinect game, whilst working as part of a production team in utilizing latest game engine tech and custom in-house tools, along with Maya and Photoshop, whilst maintaining excellent organizational and communication skills.

Key Responsibilities-

- Develop and manage the supply of artwork for various promotional formats and events
- Offer multiple and diverse alternatives for marketing produced artwork
- Provide direction of marketing artwork and manage any problems including providing solutions
- Use animation files to attain screenshots that demonstrating strong composition and cinematography
- Capture game footage, edit b-roll video and export files for use across multiple medias

Environment Artist

TT Studios / Warner Bros - November 2010 to November 2010

Game title - Lego City Undercover

Contracted to develop various environmental assets within a themed style game

Key Responsibilities -

- Create various game assets whilst working within game engine production pipeline requirements.
- Work to the highest standards from concept to completion of in game meshes and textures
- Work well with an already established art team to produce assets within strict timeframes

Franchise PR Artist

Lionhead Studios - May 2010 to May 2010

Artwork from - Fable 3 at CG Society

Game title - Fable 3

Manage all the outwards facing art requirements for the Fable Franchise. Provide practical art direction and feedback, as well as produce artwork to the highest standard, while being self-motivated and highly organised, and show initiative in driving ideas from conception to their final form.

Key Responsibilities -

- Wrangle art assets to develop design work for externally produced physical merchandise
- Capture and manage the supply of screenshots for external release
- Create print resolution renders and artwork for external release
- Manage and direct the internal creation of marketing assets such as screenshots & Fable3 themes

Environment Artist

Bizarre Creations - May 2009 to May 2009

Environment work done for - Blur at youtube.com

Game title - Blur

Development of various 2D and 3D environmental assets.

Key Responsibilities -

- To create a variety of environment assets along with specific texture sheets, whilst working within production requirements within game engine needs.
- Produced & developed the highest quality assets, inclusive of 'Level of Detail' meshes, and original liveries for secondary vehicles and track side buildings

3D Artist

3DCS - June 2007 to June 2007

Working as part of a small outsourcing company to design and develop game assets across a variety of consoles.

Game titles -

Fuel

PGR4

Hanna Montana: Spotlight World Tour

TT Superbikes

Key Responsibilities and Achievements-

- Produce high & low-poly models, along with 'Level of Detail' meshes, and development of high quality texture sheets including Diffuse, Normal, Specular and Occlusion Maps
- Design 2D concept artwork and 3D assets of various character including rigging, skin/weight-painting and animation for specific client requirements
- Animation of characters for layout and final shots
- Lighting and rendering of photorealistic images or other style type artwork
- Added an extra outlet of production for the company via editing of promotional short films

EDUCATION

West Cheshire College

2013

BA in Design & Animation

NEWI University - Wreccsam

2006

Graphic Design

West Cheshire College of Art & Design - Chester

2001 to 2002

Film & Video Production

Withens Lane College

1998

LINKS

<http://www.chrismcart.com>

ADDITIONAL INFORMATION

Software Knowledge

Maya ZBrush Mudbox

Adobe Photoshop Final Cut Pro Adobe Premiere

Adobe Illustrator Adobe After Effects X - Normal

Production Skills

3D Modelling (High & low Poly) 2D Graphic Design Animation

Model Rigging & Skinning Texture Artist Editing & FX

Storyboarding Rendering Conceptual Artwork

Pre-visualisation/Cinematic Layout