

CHRIS LEATHERS

3D Modeler | 3D Asset Production Generalist

www.chrisleathers.com
chrisleathers@me.com
NY. 917-583-2673

SKILL SET:

ZBrush Modeling, Surfacing, and Lighting. Low Poly Asset Production, Generalist 3D Production and Look Development.

EDUCATION: Rhode Island School of Design (RISD), BFA 94'
CG Spectrum – Advanced Modeling. 18'

SOFTWARE: Maya, Zbrush, Substance Painter, Marvelous, Photoshop, After Effects, and Unity.
learning: Mari, Nuke, and Unreal.

VISA: US and EU (US and Dutch)

CURRENT:

1996 – 2018

Freelance 3D|CG Artist

20+ years creating 3D and digital assets, for TV, Games, and cutting edge technology.

FULL-TIME / STUDIO EXPERIENCE:

2016
NY, NY.

3D Creative Lead

VRB - SAMSUNG ACCELERATOR

Conceptualization and creation of 3D assets and levels in Maya and Unity, for cutting edge Social/Mobile VR (Vive, Oculus).

2011 – 2015
Brooklyn, NY.

Sr. Visual Designer / 3D and Unity Generalist

AMPLIFY LEARNING | AMPLIFY GAMES

Over the course of 4 years, I help multiple teams across the broad company spectrum push their use of rich interactive visuals, cutting edge technology, Augmented Reality (AR), 3D, and the Unity game engine. I mentored teams and played an integral role in bridging the designer/programmer gap, for both in-house and outsourced large scale tablet and web based games.

2008 – 2011
Brooklyn, NY.

Lead 3D Character Artist

FREEVERSE INC. | NGMOCO

Over 3 years, I helped Freeverse bring all of their 3D character animation work in-house, and implemented a 3D pipeline which allowed us to tackle multiple apps, 100% faster, scalable to any number of animated characters per app.

2007- 2008
NY, NY.

Supervising 3D Artist / Environment Lead

ANIMATION COLLECTIVE | NICKTOONS - SPEED RACER - THE NEXT GENERATION

Given only months to rescue an endangered TV production, I helped put together a 3D pipeline, and ramp up a 14+ person team to accomplish and deliver the impossible goal set before us. I was able to optimize rendering flow and UV systems, so that massive 3D sets could be rendered 90% faster, while improving and unifying their final visual quality.

2005- 2007
NY, NY.

3D Set Modeler / Character Rigging Generalist

ANIMATION COLLECTIVE | NICKELODEON - KAPPA MIKEY SEASONS 1+2

Instrumental in developing 3D asset production capabilities for a 52 episode animated TV Series, including animated backgrounds, rigged characters, and cartoon particle effects.

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CREDITS | FEATURE ANIMATION/VFX:

COMING SOON (3D Modeler/Asset Production),

CREDITS | TV ANIMATION:

NICKELODEON - SPEED RACER - THE NEXT GENERATION (Supervising 3D Artist), NICKELODEON - SPEED RACER - THE NEXT GENERATION – SEASON 1 (Supervising 3D Environment Artist), NICKTOONS - KAPPA MIKEY - SEASON 1 AND 2 (3D Set Modeler, Prop Artist, and Character TD), PBS – EVOLUTION DARWIN'S DANGEROUS IDEA (3D Artist, Animator, Compositor)

CREDITS | GAMES:

AMPLIFY(SCHELL GAMES) – LEXICA (3D Concept Artist), AMPLIFY(ZACHTRONIC) – METABOSIM (3D Concept Artist), AMPLIFY(SCHELL GAMES) – PLANET PLANNERS (3D Concept Artist), FREEVERSE - FANTASTIC FISH, FLICK BOWLING II, WE BOWL , MLB, NBA, DRAGONCRAFT (3D Character Artist, Rigger, Animator), ELECTRIC SHEEP – RIDEMAKERZ (3D Environment Artist)

CREDITS | INTERACTIVE SOFTWARE:

AMPLIFY CKLA – A VIKINGS JOURNEY, CHICAGOIN BLACK WHITE AND BLUE, DECLARE YOURSELF (Unity Level Builder, 3D Artist), MATTEL - INNERESTAR UNIVERSITY (3D Modeling TD), 360KID – DISCOVERY KIDS,PIXAR(Production Art), KID GAMES INTERACTIVE – COUNTING WITH BEAR AND DUCK, ANNOYING LITTLE BROTHER (Founder, Producer, Artist), EDMARK – MULTIPLE TITLES (Production Artist), ENVIROMEDIA – PROJECT WATER (Game Designer, Writer, Artist)

CREDITS | AUGMENTED REALITY (AR/VR):

APPTLY – DESTRUCTIFY (3D Artist), AMPLIFY GAMES – TOM SAWYER QUEST, PERCEPTION ACADEMY (3D Artist), CIRC.US - 5 LIVES OF CRISS ANGEL, CISCO, BEN & JERRY'S MOO VISION (3D Artist), PATCHED REALITY – GETTY MUSEUM, MOUNTAIN DEW (3D Artist)

AGENCIES:

EURO RSCG, LOWEL LINTAS, WUNDERMAN, Y&R