CHRIS LEATHERS

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SR. VISUAL DESIGNER | 3D/UI/UX

ABOUT:

Chris Leathers is a passionate and innovative **Senior Visual Designer** and **3D/UI/UX Artist** with 10+ years of experience designing and producing art for **educational software and mobile apps** in the **K-12 range**. Working with teachers and curriculum designers, writers, and programmers, to produce **award winning titles for use in schools**.

EXPERIENCE:

FOUNDER   **12/2010 – present**
KID GAMES INTERACTIVE LLC   **On-Going | Remote, NYC.**
Kid Games Interactive is an app and book publishing company I founded in 2010.
• Founded an iOS app company and self-published a series of games and interactive picture books for iOS.
• Led marketing efforts and press releases to achieved hundreds of thousands of downloads.
• Managed a team of remote programmers, overseeing development and ensuring alignment with project goals.
• Coordinated the submission process for iOS apps to the Apple App Store, ensuring timely approval and launch.
• Creative Direction, Art Direction, Production Art

SR. VISUAL DESIGNER & UNITY PROTOTYPE DEVELOPER   **02/2012 - 04/2016**
AMPLIFY   **Full Time | Hybrid, NYC.**
Amplify is a fortune 500 company that makes award winning educational software for nation wide school systems.
• Conceptualized and built functional 3D prototypes for educational iOS games using Maya and Unity.
• Created visual designs, backgrounds, 3D illustrations, UI, and prototypes for multiple interactive titles.
• Collaborated with cross-functional teams to explore technical approaches using 3D, AR, and Unity in game design.
• Worked with outside vendors on titles such as Lexica (developed by **Schell Games**), and led technical art across teams.

SUPERVISING 3D ARTIST   **04/2005 - 08/2008**
ANIMATION COLLECTIVE   **Full Time | On Site, NY.**
Animation Collective is an NYC based animation Studio.
• Led the successful bid to move production from India to the USA, providing renders and demonstration of concept art.
• Supervised a team of 14+ 3D artists for the **Speed Racer - The Next Generation** cartoon series.
• Created large, unique 3D environment set, every two weeks for the race sequences of the show.
• Managed technical direction and the rendering pipeline, and maintained artistic consistency across 3D assets.

2D/3D ARTIST & ILLUSTRATOR   **02/2003 - 09/2003**
360 KID   **Freelance | Remote, MA.**
360 Kid is an award winning developer of children's technology.
• Created scientific illustrations for the Discovery Kids website, visually explaining complex STEM concepts.
• Developed game design concept pitches for Pixar's The Incredibles DVD.

2D BACKGROUND ARTIST   **03/1998 - 03/2000**
EDMARK - IBM   **Full Time | On Site, WA.**
Edmark is an award winning developer of children's educational software.
• Created UI and 2D background art for 8+ educational children's software titles.

EDUCATION:
• Bachelors of Fine Art, **Rhode Island School of Design**, Providence, RI.

SKILLS:
Adobe Photoshop, After Effects, Maya, Zbrush, Substance Painter, Unity, Unreal Engine, Blender, ComfyUI, Project Management, Problem Solving, Conceptual Thinking, HTML, CSS, PHP, Bootstrap, Traditional Tools, Sound Editing.