

CHRIS LEATHERS

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New York, NY.

3D ARTIST | GAMES

WWW.CHRISLEATHERS.COM

ABOUT:

Chris Leathers is a highly skilled and innovative **3D Games Artist** with 10+ years of experience **designing, modeling, sculpting, UV mapping, texturing, surfacing, rigging, and animating**.. exceptional visual assets for iOS and PC games, AR, and VR projects.

EXPERIENCE:

3D ARTIST / 3D CHARACTER ARTIST

03/2020 - 04/2024

VIRBELA

Full Time | Remote, USA.

Virbela is an independent company dedicated to building real-time, avatar driven remote working game worlds.

- Spearheaded redesign of existing real-time 3D avatar system using Maya and Unity.
- Transformation of UX/UI design and integration of user-driven features to enhance engagement.
- Lead the creation of custom digital campuses for clients like Price Waterhouse Coopers.

3D ARTIST / UNITY PROTOTYPE DEVELOPER / SR. VISUAL DESIGNER

02/2012 - 09/2015

AMPLIFY

Full Time | Hybrid, NYC.

Amplify is a fortune 500 company that makes award winning educational software for nation wide school systems.

- Collaborated with cross-functional teams to explore technical approaches using 3D, AR, and Unity in game designs.
- Conceptualized and built functional 3D prototypes using Maya and Unity.
- Worked with outside vendors on titles such as Lexica (developed by Schell Games).
- Creation of 3D backgrounds & illustrations, UI, for multiple titles across the company.

3D ARTIST / 3D CHARACTER ARTIST

03/2008- 03/2011

FREEVERSE | NGMOCO

Full Time | Hybrid, NYC.

Freeverse and NGMOCO are award winning independent developers of iOS games.

- Led 3D art creation for real-time iOS games, including *Dragon Quest, Fantastic Fish, Flick NBA, Flick Baseball, Flick Bowling, and Flick Poker*, responsible for rigging and animating characters.
- Developed an animation pipeline in Maya to handle multiple characters for multiple titles on a shared animation base.
- Creation of 3D backgrounds & illustrations, UI, for multiple titles across the company.

3D ARTIST - FREELANCE

Remote | Hybrid | On-Site, USA.

- **NOVO REALITY** (09/2017 - 02/2019): 3D character concepts and environments for VR ride simulation using Maya, UE4.
- **APPTLY** (07/2017 - 10/2017): Created 3D destruction animations for an iOS AR Kit experience.
- **VRB** (03/2016 - 08/2016): Conceived and engineered functional 3D levels in Unity and Maya for social VR projects, and developed 3D user interfaces for a VR photosphere sharing app, facilitating a buyout of the company from Samsung.
- **PATCHED REALITY** (11/2009 - 04/2011): Lead 3D Artist AR, advertising (Hennessy, Getty Museum, Mountain Dew).
- **CIRC.US** (07/2009 - 06/2010): Lead 3D Artist, AR advertising (Cisco, 5 Lives of Chriss Angel, Ben and Jerry's, Moo Vision).
- **SMALL PLANET** (07/2010 - 10/2010): Led 3D asset creation for mobile advertising campaign (Esquire magazine).
- **M.I.T.** (02/2002 - 06/2002): Animation and rigging of 3D characters for Synthetic Characters Group.

EDUCATION:

- Bachelors of Fine Art, **Rhode Island School of Design**, Providence, RI.
- Certificate in Advanced 3D Modeling and Surfacing, **CG Spectrum**, New York, NY.

PROJECTS:

Fantastic Fish, Flick Bowling, Flick Basketball, Flick Baseball, Flick Poker, Dragon Quest, Lexica, ARC.

SKILLS:

Maya, Zbrush, Substance Painter, Unity, Unreal Engine, Project Management, Problem Solving, Conceptual Thinking, ComfyUI/SDXL

NATIONALITY:

U.S. and E.U.