

CHRIS LEATHERS

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New York, NY.

LEAD GENERAL 3D ARTIST

WWW.CHRISLEATHERS.COM

ABOUT:

Chris Leathers is a highly skilled and innovative **Lead 3D Artist** with **10+ years** experience designing exceptional visual assets for iOS and PC games, AR and VR projects, as well as **7+ years modeling, sculpting, UV mapping, texturing, surfacing, rigging, and animating** for Animated TV Series.

EXPERIENCE (GAMES):

3D SET MODELER / 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, focusing on character designs, environment design, player point of view, and game play functionality.
- 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

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.
- Creation of 3D backgrounds & illustrations, UI, for multiple titles across the company.

EXPERIENCE (GAMES - FREELANCE):

- **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.

EXPERIENCE (ANIMATED TV SERIES):

3D ANIMATOR & 3D ENVIRONMENT ARTIST

12/2020 - 07/2024

THE SESAME STREET WORKSHOP

Freelance | Remote, NY.

The Sesame Street Workshop is part of the Children's Television Network and creates Muppet based shows for Kids.

- Recreated original real world Muppet stage sets in 3D, driving innovation while preserving original real world details.
- Created digital doubles for Elmo's bedroom, Elmo's living room, and Cookie Monster's Food Truck.
- Created 3D animated backgrounds for animated sequences.

**3D SET MODELER, 3D ANIMATOR & SUPERVISING 3D ARTIST
ANIMATION COLLECTIVE**

**03/2008 - 08/2008
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.
- Managed technical direction and the rendering pipeline, and maintained artistic consistency across 3D assets.

**3D SET MODELER, 3D ANIMATOR
ANIMATION COLLECTIVE**

**04/2005 - 08/2007
Full Time | On Site, NY.**

Animation Collective is an NYC based animation Studio.

- Created cinematic 3D environment models for the **Nickelodeon cartoon series Kappa Mikey (seasons 1 & 2)**.
- Rigged, animated, and lip-synced hard-surface characters, contributing to fluid and engaging character performances.
- Ran 3D simulations and created toon shaded particle systems, enhancing visual and dynamic elements of the show.

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 (**Freeverse**), Lexica, ARC (**Amplify Games**).
- Sesame Street (**PBS**), Kappa Mikey Seasons 1 & 2 (**Nickelodeon**), Speed Racer The Next Generation (**Lion's Gate Films, Nicktoons**), Evolution Darwin's Dangerous Idea (**PBS**), Trident Gum, Black rock TV commercials (**Star dust TV**)

SKILLS:

- Maya, Zbrush, Substance Painter, Unity, Unreal Engine
- Afer Effects, Photoshop
- **Project Management**, Problem Solving, Conceptual Thinking
- ComfyUI/SDXL

NATIONALITY:

- U.S. and E.U.