

CHRIS “total package” LEATHERS

LEAD 3D ARTIST / SR VISUAL DESIGNER

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New York, NY.

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ABOUT

Chris Leathers is a highly skilled and innovative **Lead 3D Artist and Senior Visual Designer** with **10+ years** of experience as a **3D Games Artist**, designing exceptional visual assets for iOS and PC games, AR, and VR projects. **5+ years** as a **Lead 3D Set Modeler for Animated TV Series**, like Nickelodeon Speed Racer, and **10+ years** as a **Visual Designer/UIUX Artist** for apps and mobile software.

PROJECTS (GAMES)

Fantastic Fish, Flick Bowling, Flick Basketball, Flick Baseball, Flick Poker, Dragon Quest (**Freeverse NGMOCO**), Lexica, ARC (**Amplify**).

PROJECTS (ANIMATED TV SERIES)

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 (**Star dust TV**), Paddle Pop Ice Cream.

PROJECTS (VISUAL DESIGN AND UI/UX FOR MOBILE SOFTWARE)

Quest for the Core STEM and ELA game series, Lexica, ARC, Perception Academy (**Amplify**), Thinkin' Things: Toony the Loon's Lagoon, Thinkin' Science Series: ZAP!, and Travel the World with Timmy! Deluxe (**Edmark**). My Annoying Little Brother, The Adventures of Happyface (**Jiyusha Publishing**), The King of Messy Potatoes.

SKILLS (GAMES)

Maya, Zbrush, Substance Painter, Unity, Unreal Engine, Project Management, Problem Solving, Conceptual Thinking.

SKILLS (ANIMATED TV SERIES)

Maya, Zbrush, Substance Painter, Unity, Unreal Engine, After Effects, Davinci, Blender, Project Management, Problem Solving, Conceptual Thinking.

SKILLS (VISUAL DESIGN AND UI/UX FOR MOBILE SOFTWARE)

Photoshop, After Effects, Maya, Zbrush, Substance Painter, Unity, Unreal Engine, Blender, Project Management, Problem Solving, Conceptual Thinking, HTML, CSS, PHP, Bootstrap, Node.js, Babylon.js, Traditional Tools, Sound Editing.

SKILLS (AI)

CumfyUI, SDXL, Flux

EDUCATION

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

EXPERIENCE (3D ARTIST FOR GAMES)

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, 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.
- 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.

EXPERIENCE (3D SET MODELER FOR ANIMATED TV SERIES)

3D ANIMATOR & 3D ENVIRONMENT ARTIST THE SESAME STREET WORKSHOP

12/2020 - 07/2024
Freelance | Remote, NY.

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

- Leveraged Maya and Substance Painter to recreate original real world Muppet stage sets in 3D, driving innovation in digital media while preserving the essence of the original designs.
- Created digital doubles for Elmo's bedroom, Elmo's living room, and Cookie Monster's Food Truck.
- Created 3D animated backgrounds for Cookie Monster's YouTube dream sequence.

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.
- Created large, unique 3D environment set, every two weeks for the race sequences of the show, collaborating with texture artists to ensure high-quality and visually dynamic settings.
- Managed technical problem and the rendering pipeline, and maintained artistic consistency across all 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)**, using Maya and After Effects, Mental Ray, Maya Toon Shader, and the Vector Renderer.
- 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.

3D SET MODELER, 3D ANIMATOR FRANK VITZ - PBS

02/2001 - 08/2001
Full Time | On Site, MA.

Frank Vitz is a VFX director and independent CG production studio.

- Worked under Frank Vitz, visual effects artist for TRON and X-Men movie series, to create 3D animated shots.
- Managed complex 3D sets, high-resolution models, textures, and lighting rigs in Maya within a UNIX environment.
- Composited HD shots and integrated visual elements in After Effects and Elastic Reality.

EXPERIENCE (VISUAL DESIGNER AND UI/UX ARTIST FOR MOBILE SOFTWARE)

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.

FOUNDER, PRODUCER, ARTIST

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 and use for personal projects.

- Founded an iOS app company and self-published a series of games and interactive picture books for kids
- 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.

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.
- Created Vector graphic background art for educational software titles, ensuring brand consistency.
- 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 educational children's software titles.

CHILDREN'S BOOK ILLUSTRATOR

06/1995 - present

VARIOUS PUBLISHERS

Freelance | Remote, USA.

- As part of Kid Games Interactive, and as a freelance artist I have illustrated several children's books and book covers.

AWARDS

Animation Magazine Pitch Party. 1st Place (2004)

HOBBIES

Theoretical physics, Spanish guitar, ocean activities, abstract painting, AI

MAIN BENEFIT

Reliable and fast