CHRIS LEATHERS

3D Modeler | 3D Asset Production Generalist

www.chrisleathers.com
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East Hampton. NY. 11937
917-583-2673

WHAT I DO:

I am a 3D artist skilled in all aspects of the asset production pipeline. **Modeling, Surfacing, UV's, Re-Topo, Pre-Viz, Look Development, Grooming, and Rigging.** Capable of collaborating with any art team. Self motivated. Lead artist capable. Creative direction and project management capable. Divergent thinker capable of conceptual development and problem solving. INTP

Committed to help building interactive and animated universes using emerging technologies, straight forward design, and optimized art/technology pipelines. My goal is to collaborate, evolve, and produce assets that look great.

EDUCATION:
1990-1994 - RISD - Rhode Island School of Design, BFA Painting
2017-2018 - CG Spectrum – Advanced Modeling

TOOLS:
Maya, ZBrush, Unity, Substance Painter, After Effects, Photoshop, (some Nuke/Fusion)

VISA:
Clear in both the US and the EU to work without need for a visa (dual passports).

CURRENT:

1996 – CURRENT

Freelance 3D|CG Artist
20+ years creating digital 3D assets and other art for Games, TV, Interactive Software and New Media.

FULL-TIME EXPERIENCE:

03/2016 – 08/2016
NY. NY.

3D Creative Lead - VR
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
AMPIFY 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 Environment Artist
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 me. 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 Rigger
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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CLIENT LIST:

VRB (Samsung Accelerator), Martin Architects, Amplify (UC Berkeley's Lawrence Hall of Science, XQ Super Schools, Emerson Collective), Freeverse Inc.(NGMOCO), Circ.us (Ben & Jerry's, A&E, Cisco), Animation Collective (Nickelodeon, Nicktoons, Lionsgate, Jet Blue), Frank Vitz Productions (PBS), Microsoft, 360 Kids (Pixar, Discovery Channel), Stardust TV (Black rock, Dentine), Patched Reality (Getty Museum, Mountain Dew), EURO RSCG (Bayer), Animation Technologies (Johnson&Johnson), M.I.T Media Lab - Synthetic Characters Group, Edmark (IBM), Frames, Malaysia (Paddle Pop), Young&Rubicam, Edelman Digital, Lowe Lintas, Wunderman, EURO

- 20 + years experience working in digital production. On site and Remote. For Games, TV, Interactive!!
- Lead a 14 in house 3D Art team for major TV cartoon series.
- Character rigging, animation, lip sync, and particle work for multiple major TV cartoon series and games.
- Environment and prop modeling for multiple major TV cartoon series and games.
- Asset creation for high profile Augmented Reality(AR) projects for major advertising campaigns.

Credits | TV: --

Nickelodeon - SPEED RACER - THE NEXT GENERATION - Beginning	Supervising 3D artist – Pipeline
Nickelodeon - SPEED RACER - THE NEXT GENERATION - Season 1	Supervising 3D artist – Lead Environment Artist
Nicktoons - KAPPA MIKEY - Season 1	Lead 3D set modeler, character rigger
Nicktoons - KAPPA MIKEY - Season 2	Lead 3D set modeler, character rigger
PBS - Evolution - Darwin's Dangerous Idea	3D animator

Credits | GAMES: --

Amplify(Schell Games) - Lexica	3D concept artist
Amplify(Zachtronic) - MetaboSIM	3D concept artist
Amplify(Schell Games) - Planet Planners	3D concept artist / Unity Prototype artist
Freeverse - Fantastic Fish, Flick Bowling II, We Bowl , MLB, NBA	3D characters, rigs, animation and environments
Freeverse - Dragon Craft	2D concept, environment artist
Electric Sheep - Ridemakerz	3D environment artist

Credits | INTERACTIVE SOFTWARE: ---

Amplify Quest – Chicago – In Black, White, and Blues	Unity level builder
Amplify CKLA – A Vikings Journey	3D background artist, 2D facial animator
Amplify CKLA – Declare Yourself	3D characters, UI, and background artist
Mattel - Innerestar University on-line world	3D character technical direction
Kid Games Interactive – 123 Counting with Bear and Duck	Producer / Art Director / Artist
Kid Games Interactive – Annoying Little Brother	Producer / Illustrator / Animator
EnviroMedia – Project Water	Producer / writer / Production artist

Credits | AUGMENTED REALITY (AR): --

Amplify Quests - Tom Sawyer - Treasure Hunter	3D assets for AR experience
Amplify Quests - Perception Academy	3D assets for AR experience
Circ.us - A&E / 5 Lives of Criss Angel	3D assets for AR game
Circ.us - Cisco Promotion	3D assets for AR game
Circ.us - Ben & Jerry's Moo Vision	3D assets for AR experience
Patched Reality - Getty Museum	3D assets for AR experience
Patched Reality - Mountain Dew	3D assets for AR experience