

CHRIS LEATHERS

3D ARTIST / SR. VISUAL DESIGNER / CREATURE & SET MODELER

LOCATION

East Hampton, NY.
NY., NY.

CONTACT

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PORTFOLIOS

www.chrisleathers.com
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EDUCATION

1994 BFA RISD
2018 CG SPECTRUM

SOFTWARE

Maya
ZBrush
Substance Painter
Unity
Unreal
Photoshop
After Effects
HTML, PHP, CSS
Bootstrap

VISA

US
EU

AWARDS

Animation Magazine
Pitch Party, 2004

AREAS OF STRENGTH:

- 1). **CRITICAL/CREATIVE THINKING** - Visual expression and exploration of ideas.
- 2). **ART DIRECTION** - Ability to proceed alone or facilitate a group towards a goal.
- 3). **3D ART PRODUCTION** - Technically correct assets for wide array of visual content.

20+ years of experience as a digital artist and conceptual visual designer, working in 3D production studios, working with directors, programmers, managers, and many other artists, in agile environments, contributing to art direction, technical direction, and the problem solving of 3D pipelines and new media!

EXPERIENCE: ANIMATED TV SERIES

FULL TIME:

2007 - 2008 - ANIMATION COLLECTIVE - Supervising 3D Artist - Speed Racer Next Gen
2005 - 2007 - ANIMATION COLLECTIVE - Lead 3D Modeler - Nickelodeon - Kappa Mikey
2001 - FRANK VITZ PRODUCTIONS - 3D Artist - PBS - Evolution

FREELANCE:

2018 - 2019 - SESAME STREET WORKSHOP - Virtual Environments - Sesame Street.

EXPERIENCE: REAL-TIME GAMES | MIXED REALITY EXPERIENCES

FULL TIME:

2020 - >>>> - VIRBELA - 3D Artist and Designer - enterprise virtual workspace
2016 - 2017 - NOVOREALITY - Designer and 3D Artist - VR Animated UE4 Short
2016 - SAMSUNG ACCELERATOR NY / VRB - Lead 3D Artist - Mobile/Social VR apps
2009 - 2011 - CIRC.US - Lead 3D Artist - cutting edge AR Advertising Campaigns
2008 - 2011 - FREEVERSE GAMES / NGMOCO - Lead 3D Character Artist

FREELANCE:

APPTLY, CIRC.US, SMALL PLANET, STARDUST TV, SESAME WORKSHOP, MIT, MICROSOFT, RCA, FRAMES MALASIA, WALLS ICE CREAM, GETTY MUSEUM, MOUNTAIN DEW, BEN & JERRY'S, CISCO, A&E, CRISS ANGEL, TRIDENT GUM, BLACKROCK, MLB, ESQUIRE, BAYER, JET BLUE

AGENCIES:

LOWEL LINTAS, EURO RSCG, WUNDERMAN, YOUNG & RUBICAM, SAATCHI

EXPERIENCE: EDUTAINMENT GAMES | INTERACTIVE SOFTWARE

FULL TIME:

2011 - 2015 - AMPLIFY LEARNING/GAMES - Sr. Visual Designer
2010 - 2011 - KID GAMES INTERACTIVE LLC - Founder, CCO and Executive Producer
1998 - 2000 - IBM (EDMARK / RIVERDEEP) - Production Artist
1995 - 1998 - ENVIROMEDIA - Game Designer, Production Artist

FREELANCE:

360 KID, PIXAR, DISCOVERY CHANNEL, PBS, PROJECT ED, EMERSON COLLECTIVE