

# Christian Vasquez

Environment / Texture Artist



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## Software

Maya, Zbrush, Substance Painter/Designer

xNormals, Quixel Suite, Perforce, Jira, UE3, UE4

Photoshop, B2M, Crazybump

## Experience

### NetherRealm Studios (Warner Bro. Games)

3D Artist (Contract)

Injustice 2 - PS4/XBox One

June 2016 - April 2017

- Collaborated with art leads, designers, & animators to create props for intros, victories, UI, Supermoves, and fighter specific traits.
- Sculpted, modeled, textured, & rigged high quality props for cinematics environments & in-game assets
- Shader creation with our in-house editor & animations via WPO
- Optimized & worked within technical limitations such as vertex count & material draw calls
- Created proxy meshes and rigged templates for outsourcers, integration upon delivery

### NetherRealm Studios (Warner Bro. Games)

Associate 3D Artist (Contract)

Mortal Kombat X - PS4/XBox One

Oct 2014 - July 2015

- Collaborated with art leads, designers. & animators to create weapons for characters, and props for brutalities, fatalities, intros & victories.
- Modeled real-time destructible props for mini games and fatalities
- Conducted polish passes on in-house and outsourced props & engine integration

### Freelance

3D Art / Environment Texturing / Environment Art

Unannounced Console Title - Cococucumber

Nov 2016 - March 2017

100ft Robot Golf - PS4/PS VR – No Goblin Games

April 2016

I Saw Her Standing There - Steam/PC - Armor Games

Nov 2015 - May 2016

Gun Builder Elite - IOS: Lifebelt games

Oct 2015

## Education

DePaul University – Chicago, IL. Graduated June, 2014

Bachelor of Science: Double major in Game Art and Animation

## References

Available upon request