

Christopher Stone
3D Artist / Designer

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215.266.6268

Work:

Riot Games
3D Artist

Santa Monica, CA
Sept 2017 -
Current

Treyarch Corporation
Weapons Artist

Santa Monica, CA
Jan 2016 -
Aug 2017

Create weapons, attachments, and equipment for Black Ops 3 DLC. Responsible for Modeling (Blockout, High and Low Poly), Texturing, Rigging, Animation Blockouts, and Concepting when needed.

Work closely together with Concept Art, Animators, Engineers, and Designers to ensure the best player experience. Problem solve new ways to speed up asset creation through the use of new software and through documents presented to both engineering and tech art. Work with leads to integrate new pipelines for both the studio and outsource.

Hi-Rez Studios
3D / Weapons Artist

Alpharetta, GA
Mar 2015 -
Dec 2015

Work closely with the Concept Artists, Animators, and Leads to create interesting and functional weapons for the user. Responsible for modeling, texturing, shading, rough animation blockouts, and concepting when needed.

Black Math
3D Intern

Boston, MA
Jan 2014 -
Jul 2014

Work closely with the 3D Lead on various client projects.

Awards:

Polycount
Monthly Recap - Jun 2014, Nov 2014, Jun 2015, Oct 2016

Epic Games
Community Spotlight - Nov 6th, 2014

Allegorithmic
Featured on Steam Store Page, Gallery, and GDC 2016 Booth

Skills / Other:

Software
Maya
3ds Max
Photoshop
Zbrush
Substance Designer
Substance Painter
Quixel Suite
UE4

Interests
Building Computers
Biking (Commuting / Day Trips)
Fitness / Gym
Cars
Cooking
Polycount

Education:

Futurepoly
3d Modeling For Games - Online
Awards and Activities: Online Class Student Showcase

Seattle, WA
May 2014 -
Aug 2014

Northeastern University
BFA in Digital Art / Concentration in Animation
Awards and Activities: Dean's List, Animation Club

Boston, MA
Sept 2010 -
May 2015