

**Christopher Stone** | chrisstone3d.com  
3D Artist / Designer | stone.chris.10@gmail.com

Phone  
215.266.6268

**Work:** **Riot Games**  
3D Artist

Santa Monica, CA  
Sept 2017 -  
Current

*Create organic and hard surface assets for R&D projects. Developed standardized workflows and documentation for internal and external use. Responsible for modeling (blockout, high and low poly), texturing, rigging, and concepting when needed. Work together with Concept Artists, Animators, and Designers to define how assets function and interact with players with a focus on ensuring the best player experience.*

*Work with engineering to set the standards for our shader by editing base engine materials, enabling artists to create a wider variety of materials.*

*Train incoming lead artists and outsource managers, as well as external vendors, to raise the quality standards for Riot's artistic efforts. Provide online/in-person feedback and training to mitigate vendor errors. Create new teamwide communication and feedback processes in order to reduce unnecessary art revisions.*

**Treyarch Corporation**  
Weapons Artist

Santa Monica, CA  
Jan 2016 -  
Aug 2017

*Create weapons, attachments, and equipment for Black Ops 3 DLC and pre-production / early-production for Black Ops 4. 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.*

**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 players. 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.*

**Features:** **80 LVL**

"Experimenting with Weapon Design" - October 2018

**Polycount**

Monthly Recap - Jun 2014, Nov 2014, Jun 2015, Oct 2016, Aug 2018

**Allegorithmic**

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

**Epic Games**

Community Spotlight - Nov 6th, 2014

**Skills:**

Maya	Redshift
3ds Max	Substance Designer
Fusion 360	Substance Painter
Photoshop	Quixel Suite
Zbrush	UE4

**Education:** **Northeastern University**  
BFA in Digital Art / Concentration in Animation

Boston, MA  
Sept 2010 -  
May 2015