

Chris Hunter

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Software used

- Maya
- Substance Painter
- Substance Designer
- Unreal Engine 4
- Z-Brush
- 3DS Max
- Photoshop
- nDo2

Key skills

- Environment modelling
- Asset modelling
- Vehicle modelling
- Texture baking
- PBR Texturing
- Visual development
- Quick to learn new software and tools

Experience

Environment Artist, TT-Games

2018-Present

- Tileable materials and textures specialist using a PBR workflow
- Creating 3D models and scenes using Maya, Z-Brush, Substance Painter and Designer
- Optimising models and scenes to improve performance and memory costs
- Lighting environments and creating dynamic lighting using the in-house editor
- Baking high poly models onto lower poly meshes

Junior Environment Artist, TT-Games

2016-2018

- Creating 3D models and scenes using Maya, Z-Brush and Photoshop
- Creating materials and textures using a PBR workflow
- Lighting environments and creating dynamic lighting using the in-house editor
- Baking high poly models onto lower poly meshes

Junior Construction Artist / Designer , TT Fusion

2015-2016

- Design, construction, rigging and animation of level specific set-piece and incidental LEGO assets
- Setup / triggering of level specific LEGO assets and level / puzzle flow via in-house editors
- Optimisation of level specific LEGO assets and LODing where required across platforms

3D Artist, Abominatus games (Indie project)

2013-2015

- Creating high quality vehicle and environmental models
- Creating models from concepts and using artistic license where needed
- Creating high quality textures
- Working with high to low poly baking
- Working as part of an international team via the internet

Education

2008-2011 - Ba (Hons) Game Art 1st class Degree

St Helens college (Validated by John Moores University)

2008-2010 - FDa Computer Games design

St Helens college (Validated by Huddersfield University)