

# CHRIS WATKINS

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## Summary of Qualifications

I am an innovative and passionate artist with creative production management experience that includes unique, effective, 3D design, as well as advanced team planning. I have acquired expertise in 3D modeling of environments, props, vehicles, and characters, along with exceptional light, animating, rendering, compositing, motion tracking, and rotoscope proficiency. Exceptional flexibility and resourcefulness coupled with the capability to multi-task in a fast-paced environment without compromising product quality.

## Core Competencies

- Hard Surface Modeling
- World Building
- Organic Modeling
- Texturing
- UV Layout
- Agile Methodologies
- Compositing
- Lighting
- Rendering
- Animation
- Video Editing
- Troubleshooting
- Matchmoving
- Projection Modeling
- Team Management

## Work Experience

Sr. Environment Artist at Digital Domain ▪ Vancouver, BC

Jan 2019 - Present

Job Duties: Modeling (Terrain, Buildings, Vehicles, Props), Texturing, Compositing, Rendering Projects:

- Captain Marvel
- The Rescue
- Lost In Space: Season 2
- Undisclosed Project

Summary:

- Modeling photoreal environments in multiple levels of detail to be rendered in 4k resolution.
- Texturing photoreal environment pieces in Mari and Photoshop
- Setting up camera projections in Maya and Nuke
- Slap comp setup
- Lighting and rendering of full CG assets
- Layout of CG environments and set extensions
- Matte painting and Paintovers

Senior Generalist at Industrial Light and Magic ▪ Vancouver, BC

Dec 2017 – Jan 2019

Job Duties: Modeling, Layout, Set dressing, Texturing, Lighting, Compositing, Rendering Projects:

- Aquaman (Credited)
- Captain Marvel (Credited)

Summary:

- Modeling photoreal environments
- Texture/lookdev of environment pieces in Clarisse and Photoshop
- Slap comp setup
- Lighting and rendering of full CG assets In Max/Vray and Clarisse
- Layout and set dressing of CG environments and set extensions
- Animation of background asset

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Sr. Environment Artist at Digital Domain ▪ Vancouver, BC

Nov 2016 - Dec 2017

Job Duties: Modeling (Terrain, Buildings, Vehicles), Texturing, Compositing, Rendering Projects:

- Fate of the Furious: F8
- Ready Player One (Credited)
- Thor: Ragnarok (Credited)
- Shadow (2018, Credited)

Summary:

- Modeling photoreal environments in multiple levels of detail to be rendered in 4k resolution.
- Texturing photoreal environment pieces in Mari and Photoshop
- Setting up camera projections in Maya and Nuke
- Slap comp setup
- Lighting and rendering of full CG assets
- Layout of CG environments and set extensions
- Matte painting and Paintovers

Sr. Environment Artist at MPC ▪ Vancouver, BC

Dec 2014 – Nov 2016

Job Duties: Modeling (Terrain, Buildings, Vehicles), Texturing, Compositing, Rendering Projects:

- Batman Vs. Superman (Credited)
- Spectre
- Independence Day Resurgence (Credited)
- Ghostbusters (2016, Credited)
- Ghost in the Shell
- The Mummy (2017)

Summary:

- Modeling photo real environments in multiple levels of detail to be rendered in 4k resolution.
- Texturing photo real environment pieces in Mari and Photoshop
- Setting up camera projections in Maya and Nuke
- Slap comp setup
- Lighting and rendering of full CG assets

Train Dynamic Systems ▪ Irving, TX

Lead 3D Artist

2011-2014

- Streamlined content creation to maximize productivity and quality for new product lines in a rapidly expanding company.
- Implemented and trained team to utilize Agile/Scrum methodology for faster, more accurate, deliveries to customers resulting in higher confidence and satisfaction.
- Updated and improved 3D modeling and texturing of new and existing projects to exceed current quality expectations and standards creating higher customer satisfaction.
- Key Lead in creating content for train simulators, as well as setting and innovating standards for all internal artists.
- Supervised 12 artists in creation, simulation integration, and quality assurance, of digital assets.

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L-3 Communication ▪ Arlington, TX

3D Modeler

2008-2011

- 3D modeling of aircraft, automobiles, watercraft, airfields, environment buildings, and level of detail; creating texture maps, developing IR texture map, and setting up vehicle and airfield lighting.
- Successfully promoted to a higher level position to supervise several projects; allocated projects to the team, provided continuous quality control, and ensured that established deadline was met.
- Instrumental in creating content for the flight simulators, as well as in setting and innovating standards for internal artists.

## Noted Projects:

F-16 Flight Simulator, F-18 Flight Simulator, F-22 Flight Simulator

## Software

- |                     |                   |                 |
|---------------------|-------------------|-----------------|
| • Autodesk Maya     | • Agile           | • Nuke          |
| • Premiere Pro      | • HDR Shop        | • Zbrush        |
| • Agisoft Photoscan | • Global Mapper   | • World Machine |
| • Apple Shake       | • JIRA            | • Linux         |
| • Maya Live         | • Adobe Photoshop | • Windows       |
| • Vray              | • Mari            | • Clarisse      |
| • Mental Ray        | • Mac OSX         | • Boujou        |
| • Creator           | • Final Cut Pro   |                 |

## EDUCATION

ASSOCIATE OF SCIENCE IN COMPUTER ANIMATION: 2005

Full Sail University ▪ Winter Park, FL

Entertainment Business Degree Program in Full Sail University