

CHRIS WATKINS

chris_watkins900@hotmail.com ▪ www.3DStun.com



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

Digital Domain ▪ Vancouver, BC

Lead Environment Artist

Mar 2020 - Present

Job Duties: Team and Task Management, Quality Assurance, Modeling (Terrain, Buildings, Vehicles, Props), Compositing, Rendering Projects:

- Carnival Row: Season 2
- Ms. Marvel: Season 1
- Blue Beetle
- Agatha: Coven of Chaos: Season 1
- Echo: Season 1

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
- Manage Environment Team
- Review Dailies and give feedback to Environment team
- Participate in strategy meeting with supervisors to set task, goals, deadlines
- Provide bidding breakdown
- Work closely with Production to set task and expectations

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Sr. Environment Artist at Digital Domain ▪ Vancouver, BC

Jan 2019 – Mar 2020

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

- Captain Marvel
- The Rescue
- Lost In Space: Season 2
- Morbius
- Loki: Season 1
- WondaVision: Season 1
- Shang-Chi and the Legend of the Ten Rings
- Dr. Strange in the Multiverse of Madness
- Stranger Things: Season 4

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

Industrial Light and Magic ▪ Vancouver, BC

Senior Generalist

Dec 2017 – Jan 2019

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

- Aquaman
- Captain Marvel

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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Digital Domain ▪ Vancouver, BC

Sr. Environment Artist at

Nov 2016 - Dec 2017

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

- Fate of the Furious: F8
- Ready Player One
- Thor: Ragnarök
- Shadow (2018)

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

MPC ▪ Vancouver, BC

Sr. Environment Artist

Dec 2014 – Nov 2016

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

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

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.

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- 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.

Software

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

EDUCATION

ASSOCIATE OF SCIENCE IN COMPUTER ANIMATION: 2005
Full Sail University ▪ Winter Park, FL
Entertainment Business Degree Program in Full Sail University