

Christopher Pien

3D Modeler

christopher.pien@gmail.com

christopherpien.com

360.904.9503

Education

Washington State University Vancouver – May 2017

Bachelor of Arts in Digital Technology and Culture from Creative Media & Digital Culture Program

Game Studies Certificate from Creative Media & Digital Culture Program

Relevant Work Experience

Project Manager and 3D artist – Beasts and Heroes – Emortal Sports, Seattle WA

Beasts and Heroes is an upcoming Virtual Reality (VR) game for the PC utilizing either the HTC Vive or Oculus Rift to be released on Steam in 2017. Beasts and Heroes allows players to take control of ancient civilizations and their associated mythical creatures and then muster their forces against other geographically disparate and anachronist groups.

- Modeled hard-surface high-poly and low-poly game-ready meshes in 3ds Max
- Sculpted high poly characters in ZBrush
- Unwrapped organic and inorganic models in 3ds Max
- Baked texture maps in Handplane 3D
- Created original materials in Substance Designer to ease texturing for others
- Textured game assets in Substance Painter
- Coordinated artists to complete AAA-quality game assets
- Assigned artists to pipeline tasks based on skill and interest
- Ensured that art team made and exceeded time and quality expectations
- Developed timetable for asset creation
- Troubleshoot technical issues for other artists
- Maintained team morale
- Worked through team issues and helped members grow both skill and confidence

Technical Skills

3D Software: 3ds Max, Maya, ZBrush, Substance Painter, Substance Designer, Marmoset Toolbag, Handplane 3D, XNormal

2D Software: Photoshop, Illustrator, After Effects, Premiere

Programming Languages: C, C++, C#, Java, Python, PHP, SQL, JavaScript, HTML 5, CSS3

Other Software: Unity, Slack, Basecamp, Eclipse, Microsoft Office Suite – Word, Excel, PowerPoint, Outlook, Visual Studio

Previous Work Experience

Program Professional – Boys and Girls Clubs of America

The Boys and Girls Clubs of America is a Non-Profit dedicated to providing a safe place for children to grow.

- Designed and ran summer camps for children aged 6-13
- Taught computer skills
- Mediated conflict between children attending