

w. hisshadow.com
e. chris@hisshadow.com

About Chris

Passionate 3D artist and graphics designer, freelance multimedia consultant, specialist in 3D modelling, visualisation and character art. I'm always striving to deliver the highest quality.

I'm easy going and can apply myself to ensure the outcome desired in any brief. I have a demonstrated ability working solo or within a team, forming great long-term working relationships.

Having spent over a decade within the 3D & graphics industry, I have the skills and far-ranging experience to see a project from first idea through conceptual development, design and trouble-shooting to final product.

Skills

- Experience of graphic design in an in-house and agency environment.
- Excellent graphical skills, creative flair and good design sense.
- Excellent 3D Design/CAD skills.
- Strong knowledge of **Photoshop, InDesign & Illustrator**.
- Strong knowledge of **Maya & Zbrush**.
- Additionally skilled in numerous other 3D pipeline software.
- Strong knowledge of **HTML, CSS & PHP**.
- Able to work within brand and design guidelines.
- Keeping abreast of relevant new techniques in design software, media & photography.
- Experience with catalogue and brochure design, adverts, posters, POS display and packaging.
- Able to work under pressure, meet deadlines, multitask, prioritise schedules and manage workloads.
- Willingness and ability to work independently and as part of a team.

I'm familiar with both Microsoft and Apple platforms.

Employment History

Europac 3D 3D Software Design Engineer (2013 - Present)

Europac 3D is an engineering company based in Cheshire UK. Leading suppliers of 3D equipment, including scanners and 3D printers.

I currently work in a small team of 3D artists, processing scan data from the Artec Shapify Booth and Artec Eva scanners. Primarily working on bodyscan and product data, cleaning up noise, addressing errors & missing data and finalising for full colour 3D print.

General Dynamics UK 3D Artist (2012-2013)

General Dynamics UK is a leading contractor and complex systems integrator working in partnership with government, military & civil forces and private companies globally. As 3D Artist I worked on the R&D stage of a large scale, highly parallel crowd simulation, control and HD visualisation.

Responsible primarily for character art, environment art and animation. A deep level of understanding, creative solutions and problem solving was required due to the bespoke nature of the software. The project won ESTnet's Innovative Product of the Year award.

Freelance 3D Artist, Graphics & Web Designer (2008-Present)

As a freelance 3D Artist I have worked with a variety of clients including museums, IT firms, defence contractors, engineering & aircraft companies and universities. I have worked both individually and as part of a team, on a range of projects.

In addition to this I have givespecialist lectures on advanced 3D techniques at Staffordshire University.



Education

Staffordshire University (2010 – 2012)
**Master of Science with Distinction
in 3D Games Modelling**

Staffordshire University (2004 – 2007)
**1st Class Bachelor of Arts in
Multimedia Graphics.**

Publications

*Correctly and accurately combining
normal maps in 3D engines*

The Computer Games Journal
(Volume 2 Edition 1, 2013)

Personal Interests

- Health/Fitness
- Archery
- Mythology & Science-Fiction
- Modelling, Painting & Sculpting
- Photography
- History
- Philosophy
- Computer Games & Films

Portfolio

A portfolio of my work and details of various projects I've completed can be found at: www.hisshadow.com

References

References on request.

Other Personal Information

Mobility: Full Clean Driving Licence