

Christopher S. Adams

Senior Technical Animator

P.O. Box 1204, Wylie TX 75098 | 214.783.4269 | chris@csa3d.com

- Industry veteran creating games since 2000
 - Developed animation pipelines from the ground up for multiple companies of varying size and scope
 - Proven record of product and process enhancement through collaboration with core technology groups, R&D projects, and pipeline streamlining
 - Product development encompassing diverse range of platforms using multiple commercial and proprietary game engines
 - Strong professional working knowledge of Autodesk Maya, Python, and game development pipelines
 - Author tools intentionally geared towards artistic minded end users
 - Classically trained animator and artist
 - Working experience in both keyframe and mocap production pipelines
 - Passionate about continuing education and trending technologies
-

Game Titles *Shipped:*

- Orcs Must Die!: Unchained (PC)
- Doom 4 (Xbox 360, PS3, PC)
- Rage (Xbox 360, PS3, PC)
- Rage: The Scorchers DLC (Xbox 360, PS3, PC)
- Rock University: Naked Bros. Band (Wii, PS2, PC)
- Space Impact (Nokia N-Series 60 Mobile)
- Call of Duty (Nokia N-Gage Mobile)
- Mission Impossible: Operation Surma (XBox, PS2)
- Terminator: Dawn of Fate (Xbox, PS2)

Unreleased:

- Leisure Suit Larry (Nokia N-Gage)
- Gun Forge (Nokia N-Gage)
- Ms. Pac-Man: Maze Madness 2 (Xbox, PS2, PC, Nintendo DS)
- Heaven vs. Hell (PC, Next-Gen Console)

Commercial Broadcast

- Sony Walkman, Japan (Summer '07)
- Scion xD "Little Deviants" Campaign (Summer '07)
- Arby's Action Sports Awards (Fall '06)
- Planter's "Mr. Peanut 100th Year Anniversary" (Summer '06)

Software

- Autodesk Maya, 3ds Max, Motion Builder
- Vicon IQ/Workstation
- Adobe Photoshop, Illustrator, Premiere, After Effects
- PyCharm, Sublime Text, UltraEdit, Vim
- JIRA, Handsoft, Perforce, Git, Subversion, CVS, Alien Brain, Source Safe
- Microsoft Office Suite

OS

Windows NT/XP/7/10, Fedora, CentOS, Raspbian, BusyBox

Languages

Python, FBXSDK, PySide, PyQt, OpenMaya, MEL, MaxScript, JavaScript, LUA, Simkin, C Shell, BatchFile, Windows Script Host, HTML, CSS, SQL, Perl, PHP

Engines

Unreal 3, Unity 5, idTech 5, Granny, Microsoft XNA, Nintendo Nitro, various proprietary engines

Education

Ringling College of Art and Design | Sarasota FL
BFA in Computer Animation, Minor in Photography

Experience

Principal Technical Artist

May 2013 - May 2017

Robot Entertainment | Plano TX

- Technical Art Lead over small team of tech-artists
- Architecture, implementation, maintenance, and distribution of outsource-friendly, studio-wide asset creation pipeline
- Implementation of Test Driven Development on internal toolsets
- Studio conversion from 3dsMax to Maya for animation authoring
- 3ds Max pipeline overhaul to support application agnostic workflows
- Creation of production tools using Python, FBXSDK, OpenMaya, PySide, PyMEL, MEL, MaxScript, and JavaScript
- Liaison between programming and art for asset implementation
- Responsible for animation trees, character cloth physics, and animation asset optimization using Unreal 3
- Character and Facial Rigging in both 3dsMax and Maya
- Model reviews, employee mentoring and education, recruiting
- Cinematic facial animation assets and art pipeline
- R&D/Prototyping in-game character generator in Unity 5

Technical Animator

March 2009 - May 2013

id Software | Richardson TX

- Architecture and development of studio-wide animation exportation pipeline in both Maya and Motion Builder
- Collaboration with core technology group to enhance idTech animation features including: namespaces, advanced compression, and blendshape support
- Character, creature, facial, and weapons rigging
- Motion capture animation editing
- Production tools using Python, PyQt, PyMEL, and MEL script
- Game implementation of assets using idTech5

Senior Animator **Barking Lizards Technologies** | Richardson TX

July 2007 - Nov 2008

- Animation Lead over four junior animators
- Art Lead over two internal prototypes
- Management, scheduling, tasking and education of animation department
- Architecture and development of studio-wide animation pipeline in Maya
- Collaboration with core technology department to implement advanced animation compression
- Production tools using MEL script, BatchFile, WSH and JavaScript
- Game implementation of assets using proprietary engine

Game Development Faculty

July 2006 - July 2007

SMU Guildhall | Plano TX

- Art Lead on internal Microsoft XNA project
- Masters candidate thesis project guidance and review
- Mentor students through career exploration project to narrow specialization
- Course coordination between Professors and Cohorts
- Lecture on various Art Creation topics including:
 - Drawing fundamentals
 - Creation processes using Photoshop, 3dsMax, Maya, Mudbox, and Silo
 - Polygon modeling (Low, High, Hard Edge, Organic, Environment, Character)
 - Texturing, Unwrapping, Normal Mapping
 - Asset optimization techniques
 - Complete mocap capturing pipeline including studio setup

Technical Animator

Nov 2003 - Sept 2006

Method Solutions / TKO Software | Addison TX

- Transition Art Team from 3dsMax house to Maya house
- Architecture and development of studio-wide content creation pipeline in Maya
- Implement art creation techniques with focus on maintaining quality under extremely short deadlines
- Create flexible animation systems for sharing assets between diverse platforms
- Develop custom level editor entirely inside Maya for use by non-artists
- Mentor team of designers/artists on gameplay scripting using LUA
- Train artists on core concepts of game animation and asset implementation
- Animation Lead over small team of animators
- New employee vetting and recruiting

Senior Animator Atari / Paradigm Entertainment | Irving TX

Sept 2001 - Nov 2003

- Development of automated pipeline using Maya
- Creation of asset tracking/management database
- Employee lectures on tools and techniques of animation
- Testing and support of core technologies surrounding animation, cinematics and compression
- Batch scripting large quantities of animation assets
- Animation motion critiques
- New employee vetting and recruiting
- In-game character keyframe animation
- Mocap shooting and editing
- UV color and manipulation tools for level artists

CG Artist II

June 2000 - July 2001

Retro Studios | Austin TX

- Mocap: Vicon camera set up, actor markering, data cleanup, and Filmbox editing
- Animation: Keyfram, Mocap, Trax blending mocap to keyfram, facial mocap R&D
- Rebuilding level geometry for UV sharing and texture optimization
- MEL tools: create various animation, texturing and workflow automations