CHRISTOPHER BONURA
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SUMMARY

Christopher Bonura is originally from northern New Jersey where he grew up on a diet of monsters and muscle cars. Upon high school graduation her moved to San Francisco in 2001 to pursue his passion for entertainment design. It was there that he attained a Bachelor of Fine Arts in 3D Modeling/Entertainment Design at the Academy of Art University. Shortly after graduating he became a concept artist at a small game company. Since then, his career has continued to evolve, allowing him opportunities to work on films such as *Star Wars: Episode VII – The Force Awakens, Transformers 4: Age of Extinction* and *Star Trek: Into the Darkness to name a few*.

He feels fortunate to be where he is today as a person and an artist. Along his endeavors he has met many other great artists within the industry, he is passionate about mentoring the next generation of artists and looks forward to what the future holds for him.

EXPERIENCE

Senior Concept Artist at Ascendant Studios

March 2020 - Present

- Helping to establish the look of EA's AAA Fantasy FPS "Immortals of Aveum"
- Responsible for World Building, Environmental, Vehicle, Weapon, VFX and Prop design.

Senior Concept Artist at Google, X – The Moonshot Factory (Contract)

October 2021 – November 2021

- Worked with Engineers, Scientists, and Researchers amongst others to help visualize their ideas.

  About
  X (formerly Google X), is an American semi-secret research and development facility and organization founded by Google in January 2010. X has its headquarters about a mile and a half from Alphabet's corporate headquarters, the Googleplex, in Mountain View, X's mission is to invent and launch "moonshot" technologies that aim to make the world a radically better place. A moonshot is defined by X as the intersection of a big problem, a radical solution, and breakthrough technology. Work at X is overseen by entrepreneur scientist Astro Teller, as CEO and "Captain of Moonshots". The lab started with the development of Google's self-driving car.

Senior Concept Artist at Linden Lab
August 2015 – March 2020

- Helping to establish the look of Project Sansar, a new open world game in VR
- Responsible for hard surface, vehicle design, prop design and environments
- Art Directed and Managed an outsource team (Mold3D Studios) in the creation of multiple VR experiences for eSports venues. These experiences were based off of original environment concepts designed by myself. This included providing in depth callout sheets, collaborative weekly reviews, paint overs, and quick calls to help unblock certain design challenges.
- Mentored interns and junior artists for concept art and 3D assets/lighting.

Other project designs include:

- VR hangout space for eSports Houston Outlaws, LA Gladiators and multiple Twitch Influencers
- VR shopping space for Zappos and Target
- VR microchip interior experience for Intel's CES Conference
- Fan experience for CJ Entertainment K Pop band Wanna One
- VR Star Trek Museum for Rod Rodenberry

Instructor Academy of Art University · Part-time
Environment Concept Design Class, for Game Design
September 2015 – December 2015

Topics Covered

- Studying/referencing cinematography and movies
- Using/finding solid real-world reference to create believable environments and assets
- Creating mood boards to generate ideas, and show client general idea
- Color theory
- Story telling within your environment
- Generating original ideas
- Composition, shape design, lighting, values, atmosphere and mood
- 3D Block In/Kitbash, thumbnails
- 3D polish, final paint in Photoshop

Junior Concept Artist at Industrial Light & Magic
October 2011 – August 2015

- Responsible for hard surface, vehicle, prop and environment designs
- Created droid and environment concept art for *Rogue One: A Star War Story*
- Designed vehicle, environment, screen UI/design and prop concept art for *Star Wars: Episode VII – The Force Awakens*
- Designed environment sequences, environments and props for *Avengers 2: Age of Ultron*

- Created key frame art for *Teenage Mutant Ninja Turtles*
- Provided environment, prop and sequential damage concept art for *Transformers 4: Age of Extinction*
- Designed VFX concept art for *Warcraft*
- Created environment and prop concept art for *Tomorrowland*
- Designed sequential environments and key frames for *Pirates of the Caribbean, Shanghai Disney ride*

Production Assistant, Art Department, at Industrial Light & Magic

- Designed vehicle, spaceship and environmental concept art for *Star Trek: Into Darkness*
- Created concept art for a number of bids
- Project based research and archiving of reference
- Provided administrative support for the art department

Concept Artist (Contract) at Idle Games
August 2011 – October 2011

- Created character concept art for *Fresh Deck Poker*

Concept Artist (Contract) at Nintendo/PLAY, a video game symphony
May 2011 – June 2011

- Created concept art and illustrations for *Zelda: 25th Anniversary* to accompany Nintendo/PLAY, a video game symphony

Apprentice Concept Artist at Whiskytree Inc.
January 2011 – April 2011

- Assisted in the creation of digital matte paintings for *Marvel's Thor*
- Created concept art, 2D paintings, textures, 3D models, lighting and scene layout

Production Assistant, Art Department, Image Movers Digital
June 2009 – December 2010

- Under the direct supervision of Doug Chiang
- Created prop concept art and environmental architecture for *Mars Needs Moms*
- Designed characters and textures for *The Beatles: A Yellow Submarine*
- Created creature and vehicle concepts for Doug Chiang's *Robota Movie Pitch*
- Created pitch key frames, environment and weapon concepts for Steve Starkey and Daniel DeJesus
- Assisted with practical card and model making
- Project bases research and archiving of reference
- Prepared monthly videos showcasing current projects to screen for employees.
- Provided administrative support for the art department

Concept Artist at Totally Games

May 2006 – August 2008

- Character, creature, prop, environment and weapons concepts
- UI concepts and creation
- 3D modeling and texture Titles shipped:
- *Alien Syndrome* (Publisher SEGA, for Wii and PSP)
- *Dora Saves the Mermaids* (Publisher Nickelodeon and 2K)
- *Out of the Chute: Professional Bull Riding* (Publisher Crave Entertainment)
- *The Cisco Mind Share Game* (Publisher Cisco)

FINE ART SKILLS

Conceptual design | Maquette sculpture | Kit/model bashing | Digital imaging | 3D modeling and texturing

COMPUTER SKILLS

Modo | Blender | Adobe Photoshop

EDUCATION

Academy of Art University, BFA: 3D Modeling/Entertainment Design, 2005
Conceptart.org/Massive Black's Atelier School, 2009