Christopher R. Lewis

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Website: www.ChrisLewis.Carbonmade.com
Address: **Turlock | California | 95380**

OBJECTIVE

Strive to learn new techniques to fuel my passion for creating, while advancing in my career.

SOFTWARE KNOWLEDGE

- Adobe Photoshop
- Autodesk 3D Studio Max
- Vector Imaging, and graphic printing
- Mudbox, 3d-Coat, Z-Brush
- Unreal Editor, Game Maker
- Adobe After Effects, Adobe Premiere
- Adobe Flash, Adobe Dreamweaver
- Cakewalk, Sonar, Pro Tools, FL Studio

QUALIFICATIONS

- Understanding of creating 3D models to be imported into a real-time environment.
- Working with project budgets and limitations while following set guidelines with organized workflow.
- Able to work with schedules in helping a team through crunch time while meeting deadlines.
- Knowledge of different art forms and styles
- Able to work with designers in creating their feel for the project.
- Understanding of form, silhouettes, lighting, unwrapping, texturing, importing and exporting of different files.
- Applying knowledge to project's engine using particles, projections, skyboxes, volume lighting, density fog.
- Great team player and motivator.
- Love learning new shortcuts, tutorials, and techniques for improving my workflow.

EDUCATION

ITT Technical Institute

- Associates of Science Degree in Multimedia
- Bachelor of Science Degree in Game Design

EMPLOYMENT HISTORY

Freelance Artist **Turlock, CA**
Artist Currently

- Connecting with social media, obtaining clients.
- Working on traditional canvas art for clients.
- Seeking opportunities to polish my trade, while advertising myself as an artist.

Power House Gaming - (www.powerhousegaming.net) **Loomis, CA**
Lead Artist 09/2015 – 03/2016

- Worked from home, communicated with Producer via email, and video chat.
- Uploaded work through Sprintly, completing tasks in order to insure project development.
- Was Lead Artist on game Whoppin' Walleye, and did other various artworks for other projects.

Clairvoyant Software Solutions **Sacramento, CA**
Artist 04/2014 – 08/2015

- Worked in-house closely with game designer and engineer in developing an electronic pull tab game for Virginia market.
- Created art assets, other work for the company involved marketing banners, and helping artists with other games to meet deadline.

Blockbuster Video **Turlock, CA**
Assistant Manager 09/2010 – 11/2013

- Count out Registers, Stock merchandise, assisted customers with finding product, answered phone calls, helped train new employees, and kept store clean.

References:

Nathan Freel | President of Power House Games | 916.832.7208

- Worked for Nate at Power House Games, delivered artwork on deadline, and stayed late when he needed work finished, so he could run his business better over his competitors. Was a great employer.

Mathew Reinke | Game Designer | 401.835.4280 | 916.251.6445

- Matt's worked at various game studios and has tons of experience, working with him brushed off on me, and I learned a lot from him about art, business in the industry, and overall project management.