CRIS LONERGAN-WHITE – LEAD CHARACTER ARTIST

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A very driven and professional individual with 26 years of games industry experience, primarily as a Character Artist, with eighteen years as lead on multiple AAA projects.

Extensive experience of managing a team of artists and linking the character art discipline to the other teams on the game. Responsible for doing the main character(s) on a number of games, understanding and dealing with the pressures that can bring. Strengths now lie in developing and designing systems, managing teams, reaching out across disciplines to achieve common goals and motivating the staff on my teams to do the best work they can. Have been working towards a Director level role in my current position so am looking for a position that offers me the same sort of challenges that has been giving me. Currently located in Nottingham uk, I would be looking for a position commutable from there or remote.

EXPERIENCE

Lead Character Artist – Sumo Digital: Nottingham (2016 – Present)

Unannounced Project 2 (current)

- Working with Art Director and Concept to develop the visual language and bar for the characters.
- Working across disciple to understand what a character specifically is in this game. Design requirements, animation limitations etc
- Foundational design work on character customization systems.
- Looking back at the Meta human work we did on Unannounced Project 1 and investigating if or how we can use it on this new project.

Unannounced Project 1

- At the end of TCM while in the bug fixing phase, we also helped out on an embryonic sister project,
- General look at hi-end semi stylized characters by the team.
- Deep dive and documentation on Meta human and a pipeline for its use by myself.

Texas Chainsaw Massacre

- Managed the character art for this project through pre-production to full production and a single round of dlc characters.
- Liasing with art director and publisher on visual direction of the characters.
- Development of conventions and pipeline for characters. Cross discipline technical solutions.
- Base male and female models, some hair, miscellaneous modelling and texturing where needed, facial morphs.

HotShot Racing

- Pre-existing project from lucky mountain games.
- We had to convert it to our in-house engine. Developed the strategy for that in regard to characters and vehicles.
- Worked alongside the team implementing that.

Unannounced 1st Person Shooter

- Managed this project simultaneously as Team Sonic Racing.
- Publisher and Inter discipline interactions.
- Fair amount of modelling.

Team Sonic Racing

- Managed the character art for this project through pre-production to full production on both characters and vehicles.
- Developed the vehicle pipeline. How the customization was going to work etc

- Back engineered the in-house engine we were using for the project to figure out how the existing asset system they had developed worked.
- Limited amount of modelling on the project mostly troubleshooting and asset setup/review as needed.

Lead Character Artist - Lionhead Studios (2006 – April 2016)

Fable: Legends - unreleased

- Managed a team of 8 other artists for this project through pre-production to full production.
- Ensured delivery of AAA characters to quality and on time for a 2-month delivery cadence.
- Developed character pipeline with the Animation Tools team and Rigging, the customisation tool with Game Tools team and developed the facial animation system and morph target manager in Maya with the Animation Tools team.
- Implementation and quality check of assets into the customisation system and Unreal.

Fable: The Journey

- Managed a team of 8 other artists for this project through pre-production to full production.
- Modelled the two main characters, an NPC and creature family, the Hobbes.
- Developed the Journey Asset Management (JAM) system with the Lead Character T.D. We also collaborated on making a real-time blendshape deformation system for the main characters.
- Adapted the Milo & Kate facial animation system to the limits of this project in liaison with the Animation Lead. Modelled the blendshapes.

Milo & Kate - unreleased

- Responsible for modelling and texturing of Milo. Worked closely with Lead Engine Coder on shader development.
- Worked very closely with the Animation Director to develop our own version of the Facial Action Coding System (FACS). We ended up using this system, or its derivatives, at Lionhead ever after.

Unannounced 3rd person survival game

- General prototype character modelling.

Senior Character Artist - Lionhead Studios (2002 – 2006)

The Movies

- General Character modelling. Responsible for making the vast majority of character assets for the game. Developed the Customisation system with code.

Artist – Gremlin Interactive/Infogrames (1998 – 2002)

- Assorted projects. Environment and Character Art modelling.

QUALIFICATIONS

BA (Hons) Graphic Arts & History

Anglia Ruskin University

Cambridge, UK

SKILLS

Zbrush modelling, Retopology, UV mapping, Texturing, Facial blendshape creation

PACKAGES

ZBrush, Unreal, Photoshop, Substance Painter, Maya.