

# CHRIS LEATHERS

3D Modeler / Visual Designer

## CONTACT

[www.chrisleathers.com](http://www.chrisleathers.com)

chrisleathers@me.com

917-583-2673

## VISA

US and EU

## SOFTWARE

Maya

Zbrush

Substance Painter

Photoshop

After Effects

Unity

UE4

Bootstrap html php

## EDUCATION

Rhode Island School  
of Design, BFA in

Painting/Printmaking

CG Spectrum 2017-18

Advanced Modeling

## FREELANCE 3D ARTIST / DESIGNER

2015 - 2019

NOVOREALITY - CONCEPT AND 3D ARTIST - Unreal game engine

VRB SAMSUNG ACCELERATOR - 3D ARTIST - Unity, Oculus

APPTLY, CIRC.US, SMALL PLANET, EURO, STARDUST, ETC.

## AMPLIFY GAMES / AMPLIFY LEARNING SR. VISUAL DESIGNER

2011 - 2015

Key member of a brainstorming team designing UX for interactive software products. Participate in user testing, scrum, agile development.

Functioning across broad spectrum of the company to mentor designers and producers in the best use of 3D software and the Unity game engine.

Contribute to production work and consult across company, on AR projects and game design.

## NGMOCO / FREEVERSE INC. LEAD 3D CHARACTER ARTIST

2008 - 2011

Lead character artist on all 3D titles across this time frame. Implemented a 3D pipeline which allowed us to tackle multiple apps, scalable to any number of characters, in an improved time frame.

Worked on pipeline issues. Worked with programmers. Contributed to new product design and prototyping.

## ANIMATION COLLECTIVE LEAD SET MODELER / 3D SUPERVISOR

2005- 2008

Supervising artist for the pre-production art assets and pipeline on Speed Racer TV series. Lead set modeler for the animated sequences. Oversaw matte painting and texture artists. Last line of defense in all technical issues.

Model 3D characters and sets, rig characters and set up particle simulations for the 52 Episodes of Nickelodeon, Kappa Mikey TV series

## FREELANCE 3D ARTIST / DESIGNER

2000 - 2005

FRANK VITZ PRODUCTIONS - 3D ARTIST - PBS Evolution Series  
MIT, MICROSOFT, ANIMATION TECHNOLOGIES, ETC.