

CHRIS LEATHERS

3D ARTIST / CREATURE & SET MODELER / SR. VISUAL DESIGNER

LOCATION

East Hampton, NY.
Brooklyn, NY.

CONTACT

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PORTFOLIOS

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www.chrisleathers.com
www.chrisleathersstudio.com

EDUCATION

1994 BFA RISD
2018 CG Spectrum

SOFTWARE

Photoshop
Maya
ZBrush
Substance Painter
Unity
Unreal
After Effects
HTML, PHP, CSS
Bootstrap

VISA

US and EU

AWARDS

2004 - Animation Magazine
Pitch Party

2 decades focused on creating visual assets for animation, mobile games, mixed reality, and interactive media. 20+ years of experience working in groups, working with directors, programmers, and other artists, in an agile environment, contributing to art direction, technical direction, and the problem solving of 3D pipelines and new media

AREAS OF STRENGTH:

- 1). **CRITICAL/CREATIVE THINKING** - Visual expression and exploration of ideas.
- 2). **ART DIRECTION** - Ability to proceed alone or facilitate a group towards a goal.
- 3). **3D ART PRODUCTION** - Technically correct assets for wide array of visual content.

EXPERIENCE:

NICKELODEON SERIES / MOBILE GAMES / AR AND VR

FULL TIME:

2016 - 2017 - NOVOREALITY - Designer and 3D Artist for VR Animated Short
2016 - SAMSUNG ACCELERATOR NYC / VRB - Lead 3D Artist for Mobile/Social VR Apps.
2009 - 2011 - CIRC.US - Lead 3D Artist for cutting edge AR Advertising Campaigns
2008 - 2011 - FREEVERSE GAMES / NGMOCO - Lead 3D Character Artist
2007 - 2008 - ANIMATION COLLECTIVE - Supervising 3D Artist - Speed Racer TV Series
2005 - 2007 - ANIMATION COLLECTIVE - Lead 3D Modeler - Nicktoons TV Series's
2001 - FRANK VITZ PRODUCTIONS - 3D Artist - PBS Evolution Series

FREELANCE:

APPTLY, CIRC.US, SMALL PLANET, STARDUST TV, MIT, MICROSOFT, RCA, FRAMES, WALLS
ICE CREAM, GETTY MUSEUM, MOUNTAIN DEW, BEN & JERRY'S, CISCO, A&E, CRISS
ANGEL, TRIDENT GUM, BLACKROCK, MLB, ESQUIRE, BAYER, JET BLUE

AGENCIES:

LOWEL LINTAS, EURO RSCG, WUNDERMAN, YOUNG & RUBICAM, SAATCHI

EDUTAINMENT GAMES & SOFTWARE

FULL TIME:

2011 - 2015 - AMPLIFY LEARNING/GAMES - Sr. Visual Designer
2010 - 2011 - KID GAMES INTERACTIVE LLC - Founder and Executive Producer
1998 - 2000 - IBM (EDMARK / RIVERDEEP) - Production Artist
1995 - 1998 - ENVIROMEDIA - Game Designer, Production Artist

FREELANCE:

360 KID, DISCOVERY CHANNEL, PIXAR, EMERSON COLLECTIVE, PROJECT ED, PBS

ARCHITECTURAL RENDERING & VISUALIZATION

FULL TIME:

2003 - ANIMATION TECHNOLOGIES - 3D Artist for Legal Trials (Johnson&Johnson)

FREELANCE:

2016 - MARTIN ARCHITECTS - Architectural Rendering
2016 - JOSEPH PAGAC ARCHITECTS - Photo Retouching