

CHRISTOPHER SCHWEIGER

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Objective

To continue improving my skills and gain professional experience to become a better artist.

Technical Skills

- Specialize in real time game modeling, texturing and lighting.
- Proficient in 3Ds Max, Zbrush, Photoshop, and Shader Map Pro.
- Qualified in creating high and low poly models with efficient UV maps.
- Trained in multiple game engines including the CryEngine and the Unreal Engine.

Education

The Art Institute of Phoenix

Phoenix, Arizona

June 2005

Bachelor of Arts in Game Art and Design

University of Wisconsin Parkside

Kenosha, Wisconsin

May 2002

Certificate of Web Publishing

Experience Highlights

2008 - 2009: Lead Artist on Petrograd by Team Space Cowboys

- Managed an internal art team of 20+ artists to meet deadlines and milestones.
- Customized a cohesive artistic style throughout the game.
- Tested and approved all models from other artists and imported them into the CryEngine.
- Developed personal tutorials to help other artists improve their skills.
- Supervised the creation of storyboards, cinematics and design documents.

2007- 2008: Environment Artist on 28 Months Later by Team Death by Design

2004 – 2008: Inventory processing team member at Borders Books and Music, Broomfield, CO

- Devised a training program for all new Inventory team members.
- Identified and improved constant overflow issues with supervisor's.
- Spearheaded multiple overnight projects to correct common organization issues.