

Christopher Sky King

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Skills

- 3-D art pipeline tools, and modeling / rigging / setup
- Unreal Engine, Maya, 3D Studio Max, Zbrush, Photoshop
- Scripting: Mel, MaxScript, C/C++, Python, Perl, Kismet
- Technical ability combined with 3-D art skills

Education

M.S., Digital Media/Interactive Entertainment, University of Central Florida - FIEA
B.S., Computer Science, University of Florida

Employment

Technical Artist, *Midway Games*, Chicago, Illinois

2007-2009

Responsibilities:

- Art pipeline tools production for the Central 3D team
- Rigging / setup / modeling
- Scripting and automation
- Optimization of meshes/collisions for Unreal Engine

Major achievements:

- Supported the central 3d team with scripts and tools, and with optimizing meshes for production
- Helped contribute to the visual quality of next gen titles, as well as helping teams to make tight deadlines through scripting and automation

Titles worked on:

- **Mortal Kombat vs. DC Universe** (released)
- **Blitz: the League II** (released)
- **The Wheelman** (released)
- **This is Vegas** (2009)

Artist, *Florida Interactive Entertainment Academy*, Orlando, Florida

Responsibilities:

- Problem solving 3d environment issues, optimizing collisions
- Modeling for weapons, vehicles, and environments
- Rigging, animation, and physics simulation to create destructible environments

Major achievements:

- Combined technical and artistic skills to help create the independent PC game Master

2006-2007

Professional References

Matthew Taylor
Manager of Central 3D, Midway Games
Mobile: 773-332-1974

Daniel Bullock
Senior Artist, Midway Games
Mobile: 251-751-6134