

Christopher S. Adams: *Technical Animator*

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Skills

- Advanced Character Setup through use of custom rigging
- Complete art pipeline creation and task automation through scripting
- Proficient in both keyframe and motion capture animation pipelines
- Strong sense of timing, weight, and body language
- Proven ability to lecture and educate through example
- Management and Leadership in a team environment
- Over eight years of industry experience

Computer

Software

- Autodesk Maya
- Autodesk 3ds Max
- Autodesk Motion Builder
- Vicon IQ/Workstation
- Adobe Photoshop
- Adobe After Effects
- Sony Sound Forge
- Macromedia Dream Weaver
- Alien Brain, Source Safe, Subversion, CVS
- Microsoft Office Suite
- Ultra Edit

Languages

MEL Scripting, Max Scripting, LUA, Simkin, C Shell Scripting, HTML , Perl, JavaScript, PHP, Visual Basic

Experience

Senior Animator

July 07 –
Nov. 08

Barking Lizards, Richardson TX:

- Art Lead, Unannounced music genera title | Wii, DS
- Animation Lead, Rock University: The Naked Bros. Band | Wii, PS2, PC

Keyframe Animation, Tasking and Scheduling, Responsible for implementation and look of final assets, Animation Pipeline development and automation through MEL scripting.

Freelance Animator

Ember Studios, Santa Monica CA

- Unannounced | Commercial Pitch, Spring '08

Contracted for Character Setup and Crowd Animation using Autodesk Maya

Shilo Design, Del Mar CA

- Leap Frog | Commercial Pitch, Winter '07
- Sony Walkman, Japan | Broadcast, Summer '07
- Scion xD "Little Deviants" Campaign | Broadcast, Summer '07
- Arby's Action Sports Award | Broadcast, Fall '06
- Planters, Mr. Peanut 100th Year Anniversary | Broadcast, Summer '06

Contracted for Character Setup and Animation using Autodesk Maya

Professor of Art Creation

July 06 –
July 07

The Guildhall at SMU, Plano TX

- Art Lead on an unannounced internal Microsoft XNA project
- Course coordination between Professors of a given Cohort
- Mentoring over a 3 month project in which students initially decide a career path
- Guidance and Review of Master Student thesis projects
- Lecture on various Art Creation topics including the following:

Drawing fundamentals, Photoshop, 3DS Max Basic and Intermediary, Modeling, Texturing, Unwrapping, Optimization, Animation, Biped, Custom Skeletons, Skinning, Sub Division Surfaces, High Poly Modeling, Normal Mapping, Skymatter Mudbox, Autodesk Maya Introduction, Mocap Capturing and Data Processing

Technical Animator

Nov. 03 –
Oct. 06

Method Solutions / TKO Software, Addison TX *

- Call of Duty | [Nokia N-Gage](#)
- Leisure Suit Larry | [Nokia N-Gage \(unreleased\)](#)
- Gun Forge | [Nokia N-Gage \(unreleased\)](#)
- Ms. Pac-man: Maze Madness 2 | [PC, Xbox, PS2, Nintendo DS \(unreleased\)](#)
- Heaven vs. Hell | [PC, Next-Gen Console \(unreleased\)](#)
- Space Impact | [Nokia Series 60](#)

Transitioned Art Team from Max to Maya, Development of Art Production Tools, Simplification and Automation of existing pipelines, Animation sharing between highly diverse target platforms, New artist training and education, Animation Lead/Technical Director on various projects, Interviewing and recruiting.

** TKO Software, Dallas shut down July 29, 2005 and formed Method Solutions*

Senior Animator / MEL Programmer

Sept. 01 –
Nov. 03

Atari – Paradigm Entertainment, Irving TX

- Terminator: Dawn of Fate | [Xbox, PS2](#)
- Mission Impossible: Operation Surma | [Xbox, PS2](#)

Development of an automated production pipeline, creation of an asset tracking/scheduling database, employee lectures on tools and techniques of animation, testing and support of core animation technologies, batch scripting large quantities of animation assets, interviewing and recruiting, in-game character keyframing, mocap cleaning/shooting, production tools for level artists.

CG Artist (Level 2)

June 00 –
July 01

Retro Studios, Austin TX

- Raven Blade | [Nintendo Game Cube \(unreleased\)](#)

Mocap studio setup, capturing, actor marking, data cleanup and Filmbox delivery
Keyframe and mocap animation, looping, motion blending and facial R&D
Level optimization, rebuilding geometry, UV sharing and texture optimization
Automation of various animation, texturing and workflow tools through MEL Scripting

Education

RSAD

1996 – 2000

Ringling School of Art and Design, Sarasota FL

BFA in Computer Animation, Minor in Photography

HACC

1995 – 1996

Harrisburg Area Community College, Harrisburg PA

General Studies in art with a focus on transferring to RSAD

Deans List

Fall 95 through Spring 98. National Deans List Fall 99 through Spring 2000.