

CHRISTIAN BIRKETT

3D Art | Design

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CORE COMPETENCIES

- 12+ years graphic design experience
- Sculpting high-resolution assets for retopology and optimization in-engine
- Creating textures and materials for both PBR and hand-painted styles
- Able to learn digital design platforms quickly and adapt to new workflows
- Illustrating and developing concepts (sketch, drawing, etc.) to support production
- Organic & Hard Surface modeling for Characters, Creatures and Props
- Able to model and visualize solutions before all the information is available
- Communicating with other artists, designers, managers, and programmers to ensure assets are made to correct specifications

EDUCATION

BAS Graphic Design & Visual Communication

Indian River State College | 2011-2015

Master of Science in Interactive Entertainment, 3D Art Specialization

Florida Interactive Entertainment Academy | 2018-2019

SKILLS

TECHNICAL

Maya	Adobe After Effects
ZBrush	Unreal Engine
Substance Painter	Unity
Substance Designer	Marmoset
Adobe Photoshop	Perforce
Adobe Illustrator	MS Office
Adobe Indesign	Freehand Drawing

GENERAL

Creativity	Customer Service
Cooperation	Word Processing
Communication	Problem Solving
Critical Thinking	Project Management

EXPERIENCE

SENIOR ARTIST

JHT Inc. | 2022 - Present

- Responsible for the creation of models in accordance with JHT & Govt. standards
- Working with multiple other simulation companies both in-engine and otherwise to anticipate and solve various project issues, ensure proper pipeline documentation, and communicate with other team members to ensure synergy

SENIOR MULTIMEDIA ARTIST

METIL Lab at UCF | 2019 - 2022

- Responsible for concept and creation of models, logos/promotional materials, UI assets, and animations
- Working in-engine to solve various project issues and ensure proper documentation, and communicating with other team members to ensure synergy

CREATIVE DIRECTOR

Carnacki & Fantomah / Ruff Waters | Plank-Walker Studios | 2018 - 2019

- Led the research and creation of the art style guide, overall visual look and story of multiple vr-based student projects.
- Communicated with team leaders and other artists to ensure that all assets were in compliance with the art style
- Oversaw the promotion and placement of artists to various positions and teams

CHARACTER & PROP ARTIST

Big Duck Energy | 2018 - 2019

- Responsible for concepting, sculpting, modeling, texturing, and communication with the rigger for all character and prop assets in *Project Replay*

GRAPHICS COORDINATOR

PSL City Hall | Port St. Lucie | 2016 - 2017

- Ensured all visual materials complied with the style of the PSL City Government
- Communicated with clients to ensure effective marketing and customer satisfaction