

# Christopher Zukowski

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## Objective

No matter what, I will always put 110% into everything I do. I make sure I am a vital part of the team I am working with. Doing what I love to achieve something incredible is why I get out of bed in the morning!

## Fancy Degree Stuff

Bachelors of Science Degree in Game Art  
Full Sail University, July 2011 as Valedictorian.

## Academic Experience

5 Month Game Project in which the game Fender Bender was created.  
- Art Lead on a team of 3 artists and 7 programmers.  
- Art style, asset, and level creation along with creating a bridge between programmers and art.

## Professional Experience

38 Studios Temporary Environment Artist  
- Terrain painting, modeling, world building, and asset optimization.  
- August 31<sup>st</sup> 2011 – May 11<sup>th</sup> 2012

Army Game Studio: SAIC  
- America's Army Proving Grounds  
- Many Training Applications  
- Environment and Technical Artist  
- May 29<sup>th</sup> 2012 – Present

Mobile Application Development  
-2015: Corona SDK: Super Grav Bot  
-2016: Unity: 3D Dice Roller ( My Dy )

## Skills

**Generic:** Modeling | Texturing | World Building | Team Communication  
**Technical:** Basic Programming | Scripting | Optimization  
**UE4:** Blueprints | Materials | Gigantic Landscapes (Geo-specific or Unique)  
**Unity:** Gigantic Landscapes (Geo-specific or Unique) | 3D Mobile Development

## Software

### Modeling

Maya  
Z-Brush  
TopoGun  
SpeedTree

### Game Engines

Unreal Engine  
Unity  
CoronaSDK

### Texturing

Photoshop  
X-Normal  
Substance Designer  
Substance Painter

### Video

Adobe After Effects  
Adobe Premiere

### Websites

Muse

### Languages

Python  
Lua  
C#  
Blueprint  
English