

Christopher Kohl

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OBJECTIVE

To obtain a position that will utilize the breadth of my knowledge, skills, and training in computers, art, and game design.

TECHNICAL SKILLS

- Autodesk Maya, Adobe Photoshop, Unreal Editor 4 (UT3/UDK), Tiberium Wars SDK, Adobe Flash, Crazybump, Unfold 3D Magic, Headus UVLayout, TortoiseSVN, FTP utilities, Adobe Premiere, various RTS map editors, MS Office, TestTrack Pro, JIRA, Mantis
- Currently learning: Autodesk 3D Studio Max, Autodesk Mudbox, Unity 3D
- Vehicle/hard-surface/environment/prop modeling, unwrapping, texturing, level design, lighting, game design, web design, HTML, CSS, XML, Flash, ActionScript, Python, MELscript, rigging, animation

EDUCATION

The Art Institute of California - San Francisco
Bachelor of Science - Game Art & Design, June 2010

PRODUCTION EXPERIENCE

Namco Networks America Inc.

(December 2010-Present)

Various titles; TestTrack Pro, JIRA, Mantis, Microsoft Office Word, Excel

- QA Game Tester
 - Responsible for assuring that titles meet internal quality standards and external standards set forth by major wireless carriers before being released onto feature phones, smart phones, and tablets.
 - Volt Field Employee of the Month, July 2011.

Heartwood Studios Inc.

(November 2010-November 2010)

Undisclosed; Maya, Photoshop

- Contract Modeler
 - Modeled and textured military assets for virtual training solutions when they had need for an extra helping hand.

Stanford University Computer Science Department

(November 2009-May 2010)

Vega Strike; 10-person team - Sirikata engine, Maya, Photoshop

- Concept Artist; Vehicle Artist
 - Concepted designs for futuristic space ships and associated hardware, then modeled and textured the designs.

The Art Institute of California - San Francisco

Time Fighters; 15-person team - Unity 3D engine, Maya, Photoshop

(July 2009-March 2010)

- Level Designer; Environment Artist
 - Concepted designs for three sidescroller levels. Modeled and textured art assets as well as map terrain.

The Last Heroes; 21-person team - Unity 3D engine, Maya, Photoshop

(January 2009-June 2009)

- Lead Level Designer; Technical Artist; Asset Modeler
 - Created urban city level designs. Prototyped entire level with placeholder art then executed level with completed artwork. Prepared assets for importing into editor. Modeled and textured various map assets as needed.

Independent Production

Renegade-X; 30-person team - Unreal Tournament 3 / Unreal Development Kit, Maya, Photoshop

(2007-Present)

- Vehicle Artist; Asset Modeler; Lead Community Manager
 - Created various art assets within an established art style. Managed intra and inter-community public relations.
 - Awards: 2009 Make Something Unreal Contest Phase 4 - Best Vehicle Set, 2nd place; Best Machinima, 4th place
2009 Mod DB Mod of the Year Awards - Players Choice Mod of the Year, 5th place
2008 Mod DB Mod of the Year Awards - Players Choice Best Upcoming Mod, 3rd place

INTERESTS

Technology, science, photography, building computers, games modding, modeling, texturing, level design, graphic design
Memberships in: IGDA, CG Society, LinkedIn, PolyCount, Society of Web Artists and Programmers, Gamasutra, GameArtisans, DeviantArt, Creative Crash, Subdivision Modeling