

RESUMÉ/CV

Chris Narchi - Freelance Character Artist

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Skills

I have been working professionally as a character artist in the video game industry for ten years, after a couple of years modding whilst studying forensics. My work primarily involves creating high detail models, game resolution models, UV mapping and texturing. I also have experience with rigging, skinning and shader creation (in Unreal Engine 4).

Experience

Digi Monsters April 2017 - Present

Freelance Character Artist - High & Low poly modeling, texturing

Toxic Games - Qube 2 October 2016

Freelance Character Artist - High & Low poly modeling, texturing, materials

NaturalMotion - Dawn of Titans January 2015 - April 2016

Freelance Character Artist - High & Low poly modeling, texturing

NaturalMotion - Dawn of Titans March 2014 - July 2014

Freelance Character Artist - High & Low poly modeling, texturing

Blitz Games studios April 2010 - September 2013

Character Artist - High & Low poly modeling, texturing, skinning

Epic Mickey 2 (360/PS3/Wii) Client: Disney

Puss in Boots (360/PS3/Wii) Client: Dreamworks/THQ

Research and Development Team

Unannounced Vita project Client: Warner Brothers/Sony

R&D

Rebellion (Derby) June 2007 - March 2010

Character Artist - High & Low poly modeling, texturing, skinning

Rogue Warrior (360/PS3/PC)Client: Bethesda

Shellshock 2 (360/PS3/PC)Client: Eidos

Black Mesa Source November 2005 - July 2009, May 2015 - Current

Character Artist - High & Low poly modeling, texturing

Education

University of Teesside 2005 - 2006

MA, Creative Digital Media

University of Teesside 2003 - 2005

BSc (Hons), Applied Science & Forensic Investigation

Heriot-Watt University 2000 - 2003

BSc, Combined Studies (Physics & Biology)

Software Experience

Maya

Photoshop

Zbrush

Blender

xNormal

XSI

Marvelous Designer

Substance Designer

Substance Painter

Unreal Engine 4