

**Christopher Flynn/
3D Artist**

4845 Jumano Ave.
San Diego, CA. 92117
(877) 839-2958
Chris@3dChris.com

Christopher Flynn
3D Artist & Multimedia Developer

{Professional Experience}

Currently Freelancing

The Art Institute of California-San Diego, October 2008 – March 2009

3D Instructor

Courses:

- Material & Lighting (Maya)
- 3D Principles (3D Studio Max)

Power and Designs, August 2006 – 2009

Interactive 3D Media Developer

- Created 3D environments for virtual presentations
- UVW mapping geometry (environments, props, etc.)
- Created material maps (texture, displacement, bump, etc.)
- Created and applied advanced real world lighting simulations
- Executed high-end rendering solutions to achieve realistic images

Director

- Defined project workflow (development stages & design process)
- Maintained project communication and client deadlines
- Created training materials detailing design processes & techniques
- Conducted client meetings, project reviews and presentations
- Maintained continuous industry research and awareness

Visuart, April 2005 - August 2006 (17 months)

3D Multimedia Developer

- Created 3D environments and structures from CAD data
- Developed interactive 3D virtual tour presentations for large scale housing and multi-use land development projects
- Compiled project data & graphics into interactive presentations
- Created award winning videos and broadcast documentaries

Studio Productions, June 2004 – February 2005 (9 months)

Creative Director

- Managed and coordinated the creative team consisting
- Interviewed and hired new staff
- Conducted meetings with clients, artists and consultants



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{Technical Skills}

Maya	3D Studio Max	AutoCad
Mental Ray	Illustrator	After Effects
Photoshop	Particle Illusion	Flash
Dreamweaver	Director	Zinc
Premiere	InDesign	Edius
Acrobat 3D	Sketchbook	

{Awards}

- Videographers Award of Excellence 2006, "San Francisco Center"
- Employee of the Month at Visuart and Forma, December 2005

{Education}

The Art Institute of California, San Diego (2001 – 2004)

Bachelors of Science with a degree in Media Arts and Animation

- 2D Animation
- 3D Animation
- Camera & Lighting
- 3D Modeling
- Video Editing
- Life Drawing
- Visual Effects & Compositing

University of Southern California (1995 – 1996)

- Music Video Production
 - Directed and edited 3 music videos
- Film Production
 - Produced / Directed 6 short films
 - Visual storytelling
 - Exposure and Composition
 - Story Boarding

{References}

Available upon request

Salary Negotiable

