

## SKILLS

Adobe Creative Suite

Photoshop

Illustrator

InDesign

Premiere

Flash

After Effects

3D Studio Max

Blender

Zbrush

Xnormal

Substance Painter

Substance Designer

Unity

C#

## CONTACT



Chris Fulkerson

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## PORTFOLIO



[www.chrisfulkerson.com](http://www.chrisfulkerson.com)

## QUALIFICATIONS

- Five years of video game industry experience working on shipped titles
- Experienced in 3D modeling and texturing from conception to completion
- Background in various media from oil painting to 3D sculpting
- Able to quickly adapt to problems and implement creative solutions
- Strong time management and leadership skills
- Able to work independently and as a team member

## SELECT WORK EXPERIENCE

### *InterVision Media*

**Eugene, OR**

**Artist & Programmer**

**08/29/2016 – 11/20/2016**

Tasked with the creation of art for an educational game project for Android and iOS. Worked with art director and game designer to shape functionality and visual direction. Incorporated artwork into Unity and scripted with C Sharp.

#### **Duties:**

- Created 3D Environmental and 2D UI artwork
- Designed specifications for how art was to be created for the project
- Responsible for implementation of features into the game project
- Worked with a range of media including 3D art, illustration, and photo editing
- Created various game systems including a dialogue and quest system

### *Mad Otter Games*

**Eugene, OR**

**Art Director**

**08/27/2012 – 07/10/2016**

Responsible for supporting projects with new art assets from concept to completion. Managed a team of three and trained interns in the workflow of the studio. Worked closely with programmers and game designers to understand the needs of the project.

Projects: *Villagers & Heroes*, *City Girl Life*, *Red Baron*

#### **Duties:**

- Created hundreds of low poly 3D assets from characters to environments
- Created 2D assets including UI, icons, logos, and promotional materials
- Collaborated with team in development of new features
- Led the art team and the art direction of projects
- Worked with clients to deliver final assets

## EDUCATION

### *University of Oregon*

**Eugene, OR**

**B.S., Digital Arts, Cum Laude**

**09/21/2009 – 06/18/2012**