

Christopher Sweeney
Technical Artist

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Professional Profile

Technical / VFX / 2D / 3D video game artist with a passion for game development and 17 years of industry experience. Recognized for broad skill set and adaptability. Collaborates effectively with engineers and designers, by way of strong technical understanding.

Technical Skills Summary

Software: 3D Studio Max, Maya, MotionBuilder, Zbrush, Photoshop, Illustrator, After Effects.

Game Engines / Frameworks: Unreal Engine 4, Unity, Construct 2, PlayCanvas, Cocos2d.

Languages: C#, Objective-C, JavaScript, Python, 3ds Max MAXScript, Unreal Blueprint.

Specializations: Scripting and shader authoring. Creation of character, environment, particle-system, and user interface assets. High and low polygon 3D modeling, texturing, rigging, animation, and lighting techniques.

Platforms: Mobile, desktop, web, console, handheld, educational.

Professional Experience

Senior 3D Computer Graphics Artist, McFarland Technology Inc, Murrysville, PA, 2020 - 2023

Served in a variety of capacities, on Unity projects for desktop and VR. Responsibilities included *authoring artwork, creating tools, and documenting processes*. Key roles:

- **Artist.** Created high-fidelity hard-surface models, based on photo-reference and technical-drawings.
- **Tech Artist.** Automated tasks in MotionBuilder using Python. Setup physics simulations in Unity, incorporating rigid-bodies, cloth, and rope. Created shaders, post-processes, and visual-effects for Unity's Scriptable Render Pipelines.
- **Programmer.** Authored behavior scripts that interact with physics. Created custom shader interfaces using Editor scripts.

Technical Artist/Lead Artist, 1st Playable Productions, Troy, NY, 2011 - 2021

Over 25 projects, served as Tech Artist on 13, Lead Artist on 3, VFX Artist on 11, and programmed on 4. Responsibilities included *establishing pipelines, documenting processes, and mentoring artists*. Key roles:

- **Lead Artist, Ready For Takeoff (LeapFrog, 2013).** Led a team of 2 artists in creating visuals for an educational title on basic flight-physics. Used 3ds Max to create character and aircraft models, and authored all character animations.
- **Lead Artist, Teenage Mutant Ninja Turtles (LeapFrog, 2015).** Led a team of 4 artists. Collaborated with Lead Engineer on art pipeline tools made in 3ds Max, which automated the exporting of 3D character and environment assets as 2D sprites.
- **Artist / Programmer, Stone Age Snap (Unity, Mobile / Google Cardboard VR, 2016).** Used C# to implement a key feature, "Snapshots", allowing players to capture gameplay images, which are converted to textures at runtime, and can then be viewed in the animated in-game photo album. Used 3ds Max to create low-poly environment models.

- **Artist / Programmer, Memory Lane (Unity, Mobile, 2017).** Employed C# to implement animated and dynamic results menu. Used 3ds Max to create environment models, and Photoshop to create 2D UI artwork. Engineered and constructed aluminum steering rigs to hold a device and provide ergonomic tilt control.
- **Technical Artist, 110 High Street (UE4, PC with LiDAR, 2018).** Spearheaded versatile procedural Materials, mixed mocap data using AnimGraph, setup physics for realistic cloth effects, and implemented UI with Blueprint for interactive installation.
- **Technical Artist, Cooking Mama: Cookstar (Unity, Nintendo Switch, 2020).** Used 3ds Max and Maxscript to create tools that automated the process of generating sliced versions of food models. Used Unity's particle-system to create visual effects for liquids, smoke, and other phenomena. Used Photoshop to create texture maps from photos. Optimized textures for fidelity and performance. Authored shaders based on the Unity Standard Shader, which support physically-based-rendering, and also provide a variety of additional blending functionality. Setup lighting in scenes that include both static and dynamic light sources.

Artist, Vicarious Visions, Albany, NY, 2005 - 2011

Created assets for 17 titles through small team interdisciplinary communication. Executed a variety of tasks, including *characters, environment, lighting, UI, and scripting*. Key roles:

- **Lead Character Artist, Guitar Hero 5 and Band Hero (Wii, 2008).** Supervised and supported a team of 8 artists. Collaborated with 3 Engineers and 2 Technical artists to develop and problem solve. Used 3ds Max to create character models, UVWs, and skinning, and to trigger sounds using FMOD. Also utilized Multi/Sub-Object materials, to support the game's character customization system. Used Photoshop to create character textures.
- **Character Artist, Transformers: War for Cybertron (NDS, 2009).** Created the majority of the character assets for dual release. Using 3ds Max and Photoshop, followed detailed concept drawings and referenced high-poly mechanical models, and adapted them to low-poly to fit tight technical constraints.
- **Cinematic / Environment Artist, unannounced music-rhythm game (PS3/XB360; 2011).** Produced environment artwork for gameplay and cinematics, using 3ds Max, Zbrush, and Photoshop. Constructed cinematic sequences using evolving in-house tools.

Multimedia Specialist, Prime Technologies, Delmar, NY, 2001 - 2004

Worked closely with clients to provide promotional and informational multimedia materials. Used various media including Web, print, and CDROM. Used Flash and Photoshop extensively to create 2D user interfaces and interactive content.

Additional Experience

Furious George vs World Terror (iOS)

2010 - 2012

Developed and released an original game. Responsible for all design, art, VFX, sound, and programming. Built native iOS app using Objective-C. Created a 3ds Max based level-designer.

Education

B.S. in Electronic Media, Arts, and Communication (EMAC), Rensselaer Polytechnic Institute

Studied new media in a diverse curriculum: digital and traditional art, communication, and computer science.