

Christopher Grant

2008-09-07

Visualization Artist | Technical Artist

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PERSONALITY BACKGROUND

I am a highly motivated individual with a background in math, computers and art. I see myself as neither right or left brained; I enjoy both the technical and creative processes. I'm comfortable with a variety of creative expressions whether through computer based art, programming or leadership. Whether I'm in front of a computer getting the perfect "look", creating a script to shave production time or instructing a group of people I will tackle any task with enthusiasm and the determination to complete it.

SOFTWARE & PLATFORM EXPERIENCE

- Autodesk 3ds Max v1-2008, 11+ years
- Autodesk Maya, basic familiarity
- V-Ray 1.5 Advanced (raytrace renderer for 3ds Max), 4+ years
- Adobe Photoshop, 7+ years
- Adobe Premiere Pro, After Effects, Autodesk Combustion
- Audacity / Adobe Audition for audio cleanup and sweetening
- Google SketchUp Pro and Ruby script development when needed, 2 years
- Adobe Web Suite – Dreamweaver / Flash for static website development
- Microsoft Visual Studio and Microsoft Office
- Drupal (www.drupal.org) open source content management platform which provides ScriptSpot with a robust community driven website. Intermediate experience with 1 year managing custom modules, CSS theme changes, performing security updates and server permissions
- Microsoft Windows (95-XP) including hardware troubleshooting, maintenance and workgroup network / sharing
- Linux (Fedora Core) with Apache, MySQL and PHP – basic usage experience as it pertains to maintaining ScriptSpot dedicated Linux server.
- Apple OSX and legacy OS 8 and 9, basic usage experience

EXPERIENCE

Visualization Artist | HMC Architects

May 2005 - Present

- Worked with designers / architects / project managers from all major company offices (Ontario, Pasadena, Irvine, San Diego, San Jose, Sacramento and Reno to create or manage the creation of visuals for their projects (K12, Higher Ed and Healthcare).
- Responsible for budgeting time and managing projects for small Viz group.
- Developed proprietary MAXScripts for fast entourage placement and other needed tools within a 3ds Max V-Ray pipeline.
- Designed workflow scripts for SketchUp to address specific corporate workflow issues and specific reported needs by the users.
- Responsible for both photo-real and sketchy, "loose" images as well.
- When necessary: model, texture, light, animate, render & composite.

Creator & Webmaster | ScriptSpot.com

May 2000 – Present

- Observed a clear need within the 3ds Max community for a site which brought all available script based tools within one location
- Initial site ran for over 5 years on a custom built ASP engine.
- Site rebuilt with the open source "Drupal" content management system in late 2006 with assistance from a developer. I continue to maintain the system, upgrade data as necessary and plan for future expansion.
- ScriptSpot receives over 50,000 visits each month and is linked to by nearly all other 3ds Max websites

Maya Instructor | La Sierra University | Art Department

March 2008 – July 2008

- Taught introductory 3D class using Maya
- Received excellent reviews from students (Supervising Dept Chair – Beatrice Krumbein, La Sierra University Art Department)

Ministry Assistant | Arlington SDA Church

May 2003 – Present

- Lead out Bible Studies, weekly Youth lessons and the occasional sermon
- Help with running A/V and planning future tech deployment

Lead Digital Media Artist | Creative 3D Visuals

August 2004 – May 2005 (out of business)

- Worked with a small team on Architectural / Pool visualizations
- Responsible for continual technological pipeline improvement, from optimizing render times to developing new techniques in lighting, shading and modeling.
- Developed custom MAXScripts to optimize tedious workflow problems and ensure correct settings for new 3ds users.
- Designed templates in Dreamweaver for a unified client preview page
- Designed custom logo animation with After Effects / Combustion for all applicable clients.
- Integrated AutoCAD modeling into my workflow

Lead 3D Designer | Fleetwood Homes

August 2004 – May 2005

- Worked with small existing team to develop better quality interior / exterior residential visualizations
- Responsible for creating new pipeline around 3ds Max and VRay
- Designed MAXScript solutions to help fix 3d models from internal CAD systems and to solve unique company workflow issues.
- Worked alongside team members to bring quality up thus doing more artwork in-house instead of outsourcing it.

Digital Media Artist | Digital Empire

August 1997 – March 2004

- Responsible for start-to-finish project development
- Worked as one of two senior 3D computer artists
- Broadened my application and platform familiarity as the project demanded
- Became familiar with not only 3D production but with the entire multimedia pipeline – 3D to video, print, web and CD development
- Excellent understanding of the technical underpinnings of the entire creative process; from concepts of bandwidth, resolution, appropriate bit-depth and especially in the area of audio/video streaming codecs
- Used Macromedia Flash as the cornerstone for streamlined web design
- Primary in-house resource for technical questions and hardware setup for both Macintosh and Intel based solutions

EDUCATION

La Sierra University

2000-2003

B.S., Computer Science

Riverside Community College

1997-2000

Certificate, Multimedia Specialist

Christian Heritage School

1993-1997

High School Diploma