

CHRISTOPHER PAUL

Visual Effects Artist

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Profile

Starting in 2005, I have worked in the visual effects industry as a matchmover, modeler, texture artist, TD, and animator on projects ranging from big-budget Hollywood films (Superman Returns, Pirates of the Caribbean 2, The Host) to national and local commercials to next-gen AAA video games (Stranglehold, The Bourne Identity, Blacksite: Area 51). From October 2007 to December 2008, I lived in Cusco, Peru, doing freelance work for local companies, and giving university lectures on 3D and visual effects in order to teach youth about the potential of CG and animation.

Work Experience

Matchmover/Technical Director Polygon Effects

San Rafael, CA (February 2009-Present)

Performed matchmove and layout tasks for feature films on a short time frame. Lighting and rendering technical directing as well as compositing full shots.

Freelance Consultant

Cusco, Peru (2008)

Project manager and designer for various commercial and independent film projects. All content creation, effects, and compositing for full CG and integrated shots.

Project/Technical Lead Black Point Studios

San Francisco, CA (2006-2007)

Game artist specializing in modeling, texturing, lighting and effects. Headed up teams for projects including The Bourne Identity and Blacksite: Area 51.

Matchmover The Orphanage

San Francisco, CA (2005-2006)

Camera tracking, set construction/fitting, and matchamation for feature films and commercials.

3D Artist University of British Columbia

Vancouver, BC (2004)

Employed by the Department of Classical, Near Eastern and Religious Studies. Modeling, texturing, and animation for ancient Athens interactive simulation using Unreal Engine.

Education

Diploma, 3D Animation and Visual Effects (2004-2005)

Vancouver Film School, Vancouver, BC

Specialization in visual effects and compositing

Bachelor of Arts, Philosophy (2000-2004)

University of British Columbia, Vancouver, BC

Minor: History and Philosophy of Science

Semester abroad at University of Queensland, Brisbane, Australia

Part Time Course, 3D Animation and Visual Effects (2002)

Vancouver Film School, Vancouver, BC

Introduction to Maya

Summer Workshop, 3D Animation (2000)

Digipen Institute, Redmond, WA

Intensive program with 3D Studio Max to produce a short reel and gain experience

Skills / Abilities

Artistic Skills

- Realistic modeling, texturing and rigging of hard body and organic objects
- Procedural shader solutions
- Simple and realistic lighting solutions
- Realistically simulate natural phenomena with particles
- High quality rendering and compositing for final production

Technical Skills

- Experience in Windows, OSX, and UNIX development environments
- Automate animation and other tasks with MEL scripts and expressions
- Technical lighting solutions such as HDRI and GI
- Camera/motion tracking for complex camera moves and matchamation
- Particle effects and shaders driven by scripts and expressions

Software

- Autodesk Maya, Softimage XSI, 3D Studio Max, Mental Ray, Boujou, Matchmover, Realflow, Luxology Modo

- Adobe After Effects, Adobe Premiere, Final Cut Pro
- Adobe Photoshop, Corel Painter, ZBrush, Bodypaint, Mudbox