

Christopher Michael Miller

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Summary: Technical artist skilled in Maya, Python, Unity/Unreal, Nuke.

Experience

Hi-Rez Studios

Sep. 2017 – Present

Lead Technical Artist

- Unreal AnimTree setups, 3D art implementation, Material effects/creation
- Debugging VFX, SFX, Gameplay, Performance
- Python and SQL tools for pipeline and artists, asset tracking
- Train up other artists, schedule workload, provide guidance to other teams
- Improvements in memory load for the game, package cook optimization

--Projects: SMITE - Video Game (Online)

Senior Technical Artist, Technical Artist, Associate Technical Artist

Blizzard Entertainment

Dec. 2016 – Apr. 2017

Rigging and Simulation Artist

- Rigged characters/props for multiple projects and helped develop tools

Falcon's Treehouse

Jul. 2014 – Nov. 2016

Character Technical Manager

- Rigging Lead for the studio, troubleshooting issues and training another rigger
- Rigging pipeline and tool development for a wide variety of characters
- Studio tool development and company-wide implementation
- Unity real-time and VR/AR/Gesture development
- Game implementation from Maya to Unity

--Projects: IMG Park Dubai (Cartoon Network / Marvel), Various

Technical Artist

- Rigging, Scripting, Compositing, VFX for rendered and real-time animation in attractions

--Projects: IMG Park Dubai (Cartoon Network / Marvel), AVIC

Lucid Global

Jul. 2013 – Jun. 2014

Technical Artist

- Rigging, Scripting, Animating for pre-rendered and real-time 3D medical simulations
- Substance materials, shader writing, particle and material FX

--Projects: Project Y, Living Lung, Cancer Oculus Rift Project

Rhythm & Hues

Dec. 2012 – Feb. 2013

Technical Animation TD

- Muscle and Cloth simulations for creatures

--Projects: Percy Jackson: Sea of Monsters

Digital Domain Media Group

Nov. 2010 – Sep. 2012

Rigger – Assistant Technical Director

- Rigged and weighted Quadruped and Avian rigs for a variety of animals
- Scripted components for main elephant rig in Python
- Sculpted multiple shots for character finaling
- Compositing, Keying, 3D Card setup for multiple shots
- General TD support for feature animation

--Projects: The Legend of Tembo

Associate Digital Artist

- Compositing, Clean plating, Keying, Hair, Paint work in Nuke for 3D
- VFX Particle creation in Maya

--Projects: Transformers 3, The Smurfs, Hyde Park

Software

Programs:

-Highly Proficient with: Maya, Nuke, Unity, Unreal Engine 4, UDK, Photoshop, MS Office Suite

-Mildly Proficient with: Substance Designer, Substance Painter, Mocha, Redshift, Vray, After Effects

-Prior Experience with: Oculus Rift SDK, , LeapMotion SDK, Kinect Studio SDK, XSI, 3DS Max, Shake, Final Cut Pro, Blender, Cinema 4D, Motion Builder, Cortex, Illustrator, Mental Ray, Camtasia, Zbrush, Mari

Languages: Python, C#, TCL, MEL, Maya API, JavaScript, SQL

Platforms: Windows, Mac OS X, Linux

Education

Full Sail University

Bachelor of Science in Computer Animation
Graduated with Academic Honors (Salutatorian)

Winter Park, FL
February 2010

References

Richard Wardlow: 407-710-8969 || richard@vfxtd.com

Walter Yoder: 954-319-4250 || walteryoder@gmail.com

Nick Reid: 540-735-4054 || nickdreid@yahoo.com