

Chad Winstone - 3D Character Artist

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Professional Purpose

I am an experienced, professional, 3D Artist seeking challenging and rewarding opportunities. I am looking for a reputable and talented team to join that will encourage my artistic growth as well as somewhere I can learn.

Skills

- Proven leadership abilities
- Professional experience with sculpting, modeling, animation and rendering
- A keen and strong eye towards form, shape, structure, proportions, anatomy and silhouette
- Quick learner with a high aptitude for skill development
- Proficient with Autodesk Maya, Mari, Substance Designer/ Painter, Photoshop, Zbrush, Unity, UDK
- Effective and efficient team member with the ability to lead by example
- Strong understanding of game pipelines
- Highly motivated and positive outlook in all aspects of professional and personal life

Work Experience

November 2015 - Current

WOW! Entertainment

Vancouver, BC

Character/ Creature Modeling Artist

- Work closely with Art Director, Modelling Lead and Technical Lead to successfully achieve the desired look and feel for characters and creatures.
- Mode characters for Film/ Television/ Game Development pipeline.
- Solve problems and issues based on deadlines and technical barriers given.
- Mix realistic and stylized art styles based on project requirements.

September 2014 - October 2015

Disney Interactive

Kelowna, BC

3D Artist

- Working with Art Director to develop and imagine concept art into game ready Characters, Props and Environments for unannounced Disney Interactive IP.
- Mentor and train other Junior and 3D Artists.
- Develop guidelines for prop and character asset pipeline.
- Asset budgeting/ scheduling.

September 2013- September 2014

Disney Interactive

Kelowna, BC

Junior 3D Artist

- Working with Senior 3D Artist and other 3D Artists converting concepts into mobile ready characters, costumes and props with efficient typology and optimized UV's and hand painted textures on many Disney IP's for the MMO Club Penguin, Club Penguin Sled Racer, and Puffle Wild.
- Training other Junior Artists in Disney Interactives 3D Pipeline.
- Using Zbrush, Maya and UV layout to create character transformations.

June 2013- October 2015

The Centre For Arts and Technology Okanagan | Kelowna, BC

Instructor / Tutor

- Help students develop the skills required for all aspects of 3D: Modelling, Texturing, Animating, and Rendering
- Teaching the fundamentals of working within a gaming pipeline: Importing Game-Ready assets with animation attached into Unreal Development Kit

February 2012 - October 2012

T.K.O. Gamez inc. | Kelowna, BC

3D Artist [Freelance]

- Remotely created 3D assets and textures following closely with concept art for the mobile game, Army Antz

May 2012 - June 2012

Shangri-La Game Studios | Kelowna, BC

3D Artist [Freelance]

- Concepted and created the main character for the PC game, Global Infection

○ Education

The Centre For Arts And Technology Okanagan | 2011

- 3D Game Animation Diploma

Bonnyville Centralized High School | 2007

- High School Diploma