

# Chris Carter

## Senior Hard Surface Artist

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## PROFESSIONAL PROFILE

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*I'm a San Jose based Hard Surface Artist, currently working as a Senior Weapons & Vehicles Artist for Sledgehammer Games where we most recently shipped Call of Duty: WWII and its DLC.*

### **Specialties:**

- *Modeling & Texturing - Hard Surface & Organic*
- *PBR workflows; Face-weighted normals; Photogrammetry & laser scanning*
- *Script and tool development: Python & Javascript automation for... anything, especially Maya, Substance and Marmoset plus Photoshop CC Scripting, SQL, and PHP, et al.*
- *Pipeline development, art direction, and multi-functional collaboration.*
- *10 years active duty military experience, including team leadership and troop management, tool and procedure development, lots of hands on experience with weaponry and heavy equipment, and actual wartime experience, all in direct support of Operations Enduring Freedom and Iraqi Freedom.*

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## EXPERIENCE

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### **Sledgehammer Games**

*January 2016 - Present*

#### **Senior Weapons & Vehicles Artist**

- Shipped Call of Duty: WWII + DLC.
- Authored highly realistic and complex weapons, vehicles, turrets, attachments, character assets, equipment assets, for all modes of WWII including MP, SP, and Zombies.
- All weapons featured complex configuration options including variants of all main parts plus optics, bayonets, charms, camos, and user-customizable paint-jobs.
- Trained and art directed new hires.
- Contributed to weapon pipeline design and implementation.
- Spearheaded tools development for a pivotal weapon configuration tool in Maya used by artists, riggers and animators.
- Led tools development on a weapon blocking tool that saved hundreds of man-hours, rebuilt the Photoshop texture export tools for CC, and developed numerous other scripts for Maya and Marmoset to speed asset authoring.

### **Academy of Art University**

*September 2015 - May 2016 (9 months)*

#### **ZBrush Instructor**

- Taught ZBrush use and best practices for games development and for design/illustration to 60+ students over the course of two semesters.

### **Cryptic Studios**

*September 2014 - October 2015 (1 year 2 months)*

#### **Senior Hard Surface Artist**

- Designed and authored highly complex mech-type hard-surface characters, weapons, and vehicles for an unannounced title.
- Contributed training and art direction for new hires.

### **Sledgehammer Games**

*October 2013 - September 2014 (1 year)*

#### **Weapons & Vehicles Artist**

- Shipped Call of Duty: Advanced Warfare + DLC.
- Designed and authored weapons, attachments, and character loot.
  - Weapon authoring required accommodation for complex loot system: Predetermined touch-points facilitated numerous different configurations, attachments, optics, and loot additions.
- Developed a powerful Photoshop tool that automagically created basic shipable PBR materials for weapons that could then be fleshed out more fully.
- Created essential Photoshop tools for processing normal maps easily.

## **Sledgehammer Games**

*January 2013 - October 2013 (10 months)*

### **Environment Artist**

- CoD: Advanced Warfare - Authored numerous environment assets with contributions spanning four single-player levels and two multiplayer levels.
- Tools development: created a popular and very powerful mask-instancing tool system in Photoshop for PBR Texture authoring that enabled users to effectively work on one texture channel and then forward that work to the other channels, making it possible to do the work once, instead of five times over.

## **Pixologic**

*June 2012 - July 2012 (2 months)*

### **Beta Tester for ZBrush 4R4**

- Developed and tested workflows for all ZBrush 4r4 beta releases.
- Created instructional workflow and best practices materials for marketing and training.
- Sculpted complex assets for feature testing.
- Created brushes included with ZBrush 4r4 final release (CgCarter IMM Brushes).

## **Academy of Art University**

*January 2011 - May 2012 (1 year 5 months)*

### **Modeling Supervisor - "Blue Bird" and "Just Looking" Short Films**

- Created concept art for the Eastern Blue Bird musculoskeletal anatomy.
- Supervised character, garment, prop, and environment modeling.
- Coordinated and managed production using Shotgun software.
- Built the pipeline and a custom storage system for assets and integrated into Shotgun.
- Developed standards, techniques, and workflows for modelers.
- Mentored and trained junior modelers.

## **United States Air Force - Active Duty**

*October 2005 - February 2010 (4 years 5 months)*

### **3D Generalist**

- Created all models, textures, rigs, and renders for "Global Hawk" and "HH-60 Helicopter Emergency" training course.
- Modeled, textured, lit, rigged, animated and rendered numerous 3D and 2D assignments.
- Built and managed the studio's render farm.
- Trained and mentored new personnel in all areas of the pipeline and production.

## **United States Air Force - Active Duty**

*February 2000 - October 2005 (5 years 8 months)*

### **Weapons Load Crew Chief**

- Supervised and rated three other individuals (My Weapons Load Crew).
- Expedited mission critical weapons loading and aircraft maintenance operations during Operations Enduring Freedom and Iraqi Freedom.
- Troubleshoot and repaired weapons systems faults and battle-damage on the B-1 Bomber, also in-theater.
- Loaded weapons and ensured systems functionality and reliability on the B-1 Bomber under aggressive time constraints in-theater and state-side.

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## **EDUCATION**

### **Academy of Art University**

*2008 - 2012*

#### **Bachelor of Fine Arts, 3D Animation and VFX - 3D Modeling**

### **Community College of the Air Force**

*2002 - 2009*

#### **Associate of Arts and Sciences, Aircraft Armament Systems Technology**

### **Weber State University**

*2005 - 2008*

#### **Associates of Applied Science, Computer Science**

Activities and Societies: Association for Computing Machinery, Phi Kappa Phi