

Christopher M. Walch
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Objective: A full-time position as a 3D Artist / Graphic Artist.

Education:

Associate of Science, Computer Animation, September 2005
Full Sail Real World Education, Winter Park, FL

Bachelor of Arts in Communication Studies, May 2003
**Certification from UNC-W Technology College*
University of North Carolina at Wilmington, Wilmington, NC

Associate of Arts, December 2000
Cape Fear Community College, Wilmington, NC

Software Fluency:

3 or more years> Alias/AutoDesk Maya, AutoDesk 3D Studio Max, Adobe Photoshop, Apple Final Cut Pro, Adobe AfterEffects, Adobe Premiere

2 years> MultiGen Creator, Apple Shake, Adobe Illustrator, Motion, SoundTrack, LiveType

1 year or less > Flash, Avid Express, RealViz MatchMover Pro, Syntheyes

Experience:

➤ **3D Artist / Animator, 06/07- 08/07**

TechUSA Orlando, Contractor onsite at American Systems Inc., Orlando, FL

- Character Modeling, Texturing, Rigging for instructional gaming pre-rendered “cut scenes” and loops using **3DS Max 9**
- Facial rigging and weighting
- Environment, prop modeling, texturing, scene placement
- Providing the creative approach to gaming for educational use, brainstorming, pitching, storyboard sessions, camera movement, scene direction
- Asset development and management

➤ **Simulation Database Engineer / Model & Texture Artist, 12/05- 6/07**

CDI Business Services at Lockheed Martin, Orlando, FL

- Modeling, texturing & animating of models for use in real-time simulation environment at Lockheed Martin, high level, high detail to low level, low detail using **Maya, 3DS Max** and **Multigen**
- Character modeling, rigging (boning), weighting and animating for use in ITSEC 06’
- Creation of mock Iraqi town for display at ITSEC 06’
- Creating custom textures (using Photoshop), and models for use in different Levels of Display (LOD's) such as aircraft, vehicles, characters
- Database creation, editing and testing with Max, Creator and SE View Image Generator (IG)
- Custom texture creation from source images and hand-painting

➤ **Adjunct Instructor, 9/05- 10/06**

International Academy of Design and Technology, Orlando, FL

- Instruction of the fundamentals of design, color theory, typography and layout
- Instruction of 3D Animation I & II, covering: Modeling, Texturing, Lighting, Animating, Rigging, Character Animation, Advanced Lighting (MR), Advanced Rendering (Mental Ray) using **3DS Max 8**
- Instruction of **Photoshop** techniques and texture building combining hand painted layers, layer effects and photographs
- Lecture and hands-on lab instruction, prepare class materials, exercises and tests and grade students progress

➤ **Computer Lab Monitor, 12/04 - 9/05**

Full Sail Real World Education, Winter Park, FL

- Responsibility for oversight and troubleshooting of hardware, software and equipment in computer labs

➤ **Peer Tutor, 3 courses, 4/04 - 5/05**

Full Sail Real World Education, Winter Park, FL

- Intro to Media Arts, -Computers, Math, and Internet, -Business Communications

➤ **Audio/Video Producer / Director / Editor, 5/02 - 9/03**

Charged Productions, Wilmington, NC

- Co-produced and edited, ASG's "Southern Lord" national music video for Volcom Entertainment: www.volcoment.com/videos
- Produced, directed and edited, MINDFIELD's "Self-Defiant" music video
- Co-produced, directed and edited, "An Industry in Doubt" a short documentary featuring Frank Capra Jr.

➤ **Intern / Multimedia Artist, 1/02 - 1/03**

Flux Audio & Video, Wilmington, NC,

- Experienced videographer (XL-1, GL-2, VX series), producer, director, logger, non-linear editor, assistant audio engineer, studio guitarist
- Format transfers of all kinds of media; ex: vinyl to cd, VHS to DVD
- 2D graphic creation, duplication and printing of CD's and cover art

Career Related Courses: Full Sail

Object Perspective	3D Foundations
Model Creation	Shading and Lighting
Character Modeling	Character Rigging
Game Character and Scene Design	Animation in 3D
Compositing & Scene Finishing	Visual Effects

Career Related Courses: UNC-W

Digital Multimedia	Principals of Video Production
Field Video Production	Advanced Field Video Production
Communications Theory	Research Methods
Business and Professional Speaking	Mass Media in Society
Advertising in Mass Media	Organizational Communications

References

Mark McPhearson – Systems Engineer, Lockheed Martin – 682-438-6346

Myren Meyer - Systems Engineer, Raydon - 407-748-4814

Gretchen Mattison- Art Director, American Systems 407-678-8500 x6010

Deigratia Daniels – Systems Engineer, Lockheed Martin – 407-443-4400