

CHRIS MAN
Chris@SchoolyardSamurai.com
917.741.2393 • New York City

SKILLS

- Character, environment, object, texture and graphic design in traditional wet/dry media and Adobe Photoshop
- High- and low-polygon count modeling, texturing, lighting and animation in Autodesk 3DS Max and Maya
- Level and puzzle design, machinima coordination and some engine modification with the Unreal Engine
- Project documentation with Microsoft Word; data collation and analysis in Microsoft Excel

EDUCATION

The Art Institute of California San Diego, CA
Bachelor of Science in Game Art & Design Oct 2004 – Mar 2007

The Cooper Union, Albert Nerken School of Engineering New York, NY
Bachelor of Science in Engineering Jun 1997 – May 2001

EXPERIENCE

Freelance Artist, self-employed New York, NY
Jan 2015 – Present

- Designed original logos, characters, creatures, book covers and illustrations
- Fulfilled commissions for sketches, finished drawings and paintings

Sino-American Tours, Inc., travel agency New York, NY
IT Department – P/T IT Technician Jan 2009 – Dec 2014

- Installed new hardware and instructed staff on proper care and use
- Delivered on-site maintenance as requested

Cat Bath Publishing, comic book publisher Los Angeles, CA
Where the Witches Lurk Issues #1 to #6 – Colorist Jun 2012 – Aug 2014

- Created overall color palette by utilizing color theory and design principles
- Rendered hue, tone, textures, lighting and special effects on inked pages

Semantink Publishing, comic book publisher San Diego, CA
Mythoi Issues #3 to #6 – Colorist Oct 2010 – Oct 2012

- Generated tones for characters and lighting in environments new in the series
- Maintained color mood, style and consistency with previous issues

The Art Institute of California, technical design college San Diego, CA
Student-Aid Programs – Mentor and Tutor Oct 2005 – Mar 2007

- Mentored younger students in time and stress management
- Tutored students in mathematics and 3D design classes

ExtraVertical Climbing Center, indoor rock-climbing gym New York, NY
Climbing Wall – Wall Supervisor Jun – Aug 2004

- Opened and closed facilities, including rope-setting and equipment check
- Instructed in essential knot-tying, belaying and climbing techniques

AMCC Corp, general construction company Long Island City, NY
Shop Drawings Department – Project Coordination Assistant Jun 2002 – Oct 2003

- Managed project closeouts simultaneously in Excel and Expedition databases
- Maintained information flow between subcontractors and architect/engineers

LucasArts Entertainment Co. LLC, video game developer and publisher San Rafael, CA
IT Department – Desktop Team Intern Jun – Sep 2000

- Troubleshoot over 450 users in three Lucas companies on site
- Applied network, hardware and software application updates