CHRISTOPHER MAN

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SKILLS	
 Concept (character, environment and object) illustration, graphic design and 	d level design
High- and low-polygon modeling, texturing, lighting, rigging and animation	· ·
 Proficient in traditional wet/dry media, 2-/3-D design programs and Unreal 	Engine
EDUCATION	
The Art Institute of California	San Diego, CA
Bachelor of Science in Game Art & Design	2004-2007
The Cooper Union, Albert Nerken School of Engineering	New York, NY
Bachelor of Science in Engineering	1997-2001
Harvard University	Cambridge, MA
coursework in Philosophy and Figure Drawing	1996
PRODUCTION —	
Freelance artist, self-employed	New York, NY
Created and licensed logos, banners, and heraldry	2015-present
 Designed characters, creatures, covers and interior illustrations 	
Colors and Backgrounds, Where the Witches Lurk issues 1-6, Cat Bath Publishing	Los Angeles, CA
 Established color palettes for various characters and locations 	2012-2014
 Applied colors and lighting to evoke mood and atmosphere 	
Colorist, Mythoi issues 3-6, Semantink Publishing	San Diego, CA
 Maintained color and style with previous issues 	2010-2012
 Generated additional spatial effects to enhance original line art 	
———— OTHER EXPERIENCE ————	
IT Technician, Sino-American Tours, Inc.	New York, NY
Installed new hard- and software and tested network viability	2009-2014
 Provided on- and off-site maintenance and technical assistance 	
Mentor and Tutor, the Art Institute of California	San Diego, CA
 Counseled undergraduate students in time and stress management 	2005-2007
 Offered supplemental instruction in mathematics and 3-D design courses 	
Wall Supervisor, ExtraVertical Climbing Center	New York, NY
 Opened and closed facilities, rope-setting and equipment check 	2004
 Taught belaying fundamentals and basic climbing techniques 	
Project Coordination Assistant, AMCC Corporation	Long Island City, NY
 Managed multiple public school construction project closeouts 	2002-2003
 Coordinated information flow with architects, engineers and subcontractor 	S
IT Intern, LucasArts Entertainment Co. LLC	San Rafael, CA
 Set-up new hardware and applied network, hard- and software updates 	2000
 Delivered technical solutions to over 450 users in three Lucas companies or 	n-site