

CHRISTOPHER MARCET

(310) 966-7293 CKMarcet@gmail.com SadLittleHill.com
11114 Charnock Road, Los Angeles, California 90034

3D ARTIST

- Skilled at modeling, texturing, rigging, and character animation in Maya.
- Experience creating game assets for use in Unity and Augmented Reality.
- Lifelong pursuit of drawing, painting, sculpting, and more recently 3-D Printing.

ARTISTIC EXPERIENCE

Trigger Global *3-D Artist, Los Angeles, CA*

November 2013 – Present 2017

Sculpted, optimized, and textured many walkers appearing in the *Walking Dead AR* App.
Rigged and animated, modeled and textured Spider-Man for *The Spider-Man: Homecoming* App.
Animated BB-8 and the Stormtrooper featured in the *Star Wars: The Force Awakens* App.
Modeled the red rose growing in a bed of alien purple grass for *The Dark Tower* App.
Helped create a wide variety of fantastic 3D Mixed Reality experiences for LEGO.
Prepared and Animated the Hovercraft that appears in the *The Hunger Games: Mockingjay* App.
Modeled, rigged, textured and animated *Jollibee & Friends* in their first AR App.
Created 3D prints, animation & game assets in production of the *Giant Killer Robots Board Game*.

Foot & Ankle Alliance *3-D Medical Animator, Mission Hills, CA*

February 2012 – November 2013

Crafted over fifty podiatric surgical animations; featured on the TV show “The Doctors” .

Blind *3-D Generalist, Santa Monica, CA*

September 2009 - October 2010

Animated characters and modeled steampunk environments for the Emmy Award-winning music video “Heart of Stone” by The Raveonettes. Designed animation for the music video “Lilac Wine”.
Created 3D animation for: American Airlines, Discovery Channel, Dunkin Donuts.

Red Rocket Studios *Creative Intern, Orlando, FL 2003*

Developed a love of artistic tasks and the studio environment at this ad agency.

SOFTWARE

Maya	Photoshop	Substance Painter	ZBrush
Sculptris	After Effects	Makerbot	MeshMixer

EDUCATION

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts in Computer Animation, 2009.

Senior Thesis: *Short Film 3D animation: “Peripeteia”*.