

Chris Gonzalez

Project Management

Vancouver, B.C

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Experience

Project Manager | VFX | Supporting Artist

VFS – Scouts' Oath: Unity 3D, 3rd Person Platformer, Team of 6

- Created environmental and character VFX using Shuriken such as flames, smoke, and water effects
- Modeled and UV game ready prop with a victorian athletics
- Rigged and animated 6 loops for the enemy character
- Scheduling and priorities tasked to reach milestones
- Managed and tasked 4 outsourced sound collaborators
- Arranged and set recoding with 5 outsourced actors
- Organized standups and weekly meeting with the team to review the progression of the project
- Created and prioritized bug reports
- Used an Agile approach throughout production

2D Environmental Artist | Level Designer

VFS – Don't Take Ma Home!: Unity 2D, Tower Defence, Team of 4

- Concepted and design a multi-layered background layout brought depth to the game
- Created 10 2D animation for the level actors using the Unity animation system
- Designed level layout using created assets
- Concepted tree-based towers with gameplay purpose
- Assisted the concepting of player and enemy character

Projects

2D Prop Artist | 2D Character Artist

Game Jam: Unity 2D, Isometric Beat em' up, Team of 6

- Concepted and designed environmental props
- Created 8 vloop animation for prop assets
- Concepted and designed enemy boss
- Created 3 sprite loop animation for the boss

Other Experience

Assistant Manager | McDonalds Canada 2010-2016

- Managed over 50 employess during shifts
- Reported directly to Franchise owner with daily sales report
- Attend monthly management meetings to deliver business plans and reports to reach yearly sales

Passions

Running

Participated in running events around the vancouver area

Gaming

Organized and manage guild events using discord for The Elder Scrolls Online

Touching up my skills in Mario Kart 64

SOFTWARE

Unity
Autodesk Maya
Adobe Photoshop
Substance Painter
Perforce
Zbrush
Microsoft Excel
Pivotal
Unreal Engine
After Effects

SKILLS

3D Modeling
Rigging
Animation
Skinning
Texturing
UV Mapping
Concept Art
VFX
Task Management
Animation Blend
Storytelling

Education

Diploma Game Design
Vancouver Film School
2018-2019