

# Christopher Hippert

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## objective |

Actively seeking an entry level Character Artist position engineering top-tier characters for a progressive game studio

## skills |

### software knowledge |

Proficient in 3DS Max  
Excellent Clean Modeling Abilities | Experience Modeling with and without Concept Art |  
Strong Low Poly Modeling Skills | Hard Surface and Organic Modeling | Efficient UV  
Layout | Procedural Texturing  
Experienced in Photoshop  
Creating Custom Diffuse, Specular, Bump, Normal Texture Maps | Digital Concepting  
Skilled with UnrealEd  
Level Design | Terrain Sculpting | Gameplay Design | Shader Creation  
Knowledgeable in ZBrush  
Sculpting | Organic Modeling | Creating Normal Maps  
Extensive Talents in Traditional Art  
Life Drawing | Gesture Drawing | Comic Art | Illustration | Painting  
Familiarity with Proprietary Software  
Crazy Bump | MapZone | FXComposer | Torque Constructor

### personal characteristics |

Excellent Team Player | Proficient at Giving and Taking Criticism | Self Starter |  
Creative Problem Solver | High Aptitude for Learning New Techniques and Software  
Quickly | Organized | Extremely Detail-Oriented | Reliable | Efficient

## education |

**Bachelor of Science in Video Game Design and Development | 2008**

**Brown College | Mendota Heights, MN**

Teaching Assistant from Sophomore through Senior years

## experience |

### Internship | Brainfarm Entertainment

3 Month Program | Character Designer  
Concepted and Redesigned entire character line-up for Molly project

### Art Lead for Torque Game Engine Project | Junkyard Brawls

6 Month Development Cycle | 14 Person Development Team  
Developed comprehensive design document  
Concepted the visual style for the game  
Modeled and Textured 2 playable characters  
Organized and Scheduled seven artists using Traditional and Agile management  
methodologies