

Christopher Sosebee

csosebee@safarichris.com

910.584.4582

safarichris.com

Objective: To become a Lead Character and Environmental artist.

Experience: Fall 2007- 2009 **Luma Pictures** Venice, CA
- Built full photo real CG environments, hand painted matte paintings, and matched digital doubles for 10 major motion pictures, including:

- X-Men Origins: Wolverine
- Harry Potter and the Half Blood Prince
- City of Ember
- Nutcracker: The Untold Story
- Underworld: Rise of the Lycans

Skills:

- High and Low polygonal modeling for optimal performance.
- Ability to create Organic and Hard-surface models, with both Polys and NURBS, using 2D reference or scans.
- Generating and editing UVs.
- Character models/textures using Maya and Zbrush.
- Experience in creating photorealistic textures for Color, Normals, Spec, Reflection, Displacement, and Sub Surface.
- Understanding in creating blendshapes and morph targets.

Software:

- Maya: modeling, texturing, lighting, 3D matte paintings
- ZBrush: high-res detailing, texturing.
- Photoshop: texture creation, matte painting.
- Shake: compositing, color correction.
- Mental Ray: rendering

Education: 2005-2007 Full Sail University Winter Park, FL
-Bachelor of Science in Computer Animation
-Associate of Science in Computer Animation

csosebee@safarichris.com