

Christopher Chan

Video Game VFX Artist

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Objective:

To obtain work experience creating visual effects for use in video games, upgrade existing skill set in Unreal Engine, and expand into other game engines.

Skills + Qualifications:

Familiarity with Unreal Engine 3: Able to create particle systems within Cascade, able to produce required assets for particle systems, familiar with Unreal material editor, able to import working custom weapons and vehicles into Unreal Tournament 3 with custom effects, able to create triggerable actions using Kismet to manipulate props and lighting.

Familiar with 3D Studio Max particle systems, including Afterburn and FumeFX.

Proficient with Photoshop, Premiere and After Effects

Able to work well in a team.

Strong passion for gaming.

Education:

Humber College:

3D For Production: Game Art & Design, post graduate certificate, 2008 - 2009

Multimedia 3D Animation, diploma, 2006 - 2008

Digital Audio and Video Production, certificate, 2004 - 2006

Martingrove Collegiate Institute, secondary school diploma, 1998 - 2003

Work Experience:

City of Toronto Volunteer:

2009: Worked as an Information Ambassador in special events such as Scotiabank Nuit Blanche and Cavalcade of Lights.

2006 - 2008: Provided assistance in the Toronto Public Health United Way fundraising campaign by designing posters and Power Point presentations.

Toronto Public Health:

West Nile Virus Control Program, 2005 - 2007: Obtained an Ontario Ministry of Health mosquito/biting flies extermination license and worked with larvaciding team to treat city catch basins for mosquito larva, and surveyed city properties for potential mosquito breeding sites. Kept inventory of pesticides and equipment, and distributed it to team members.

Healthy Environments, 2004: Worked as an office support assistant, filing documents including health inspection reports, data input including survey data from West Nile Virus control team, and performing other office duties as needed.

References available upon request.