

Christopher Chan

Video Game VFX Artist

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Skills + Qualifications:

Unreal Engine 3:

Proficient in Cascade particle editor
Knowledgeable in material editor
Can create assets for use in Cascade
Can create cinematic sequences in Kismet and Matinee
Has successfully created and imported custom weapons and vehicles for Unreal Tournament 3.

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:

Parks, Forestry and Recreation:

2010 - 2011: Park patrol, in charge of assisting the public and directing traffic.

American Gaelic Society:

Created digital membership cards.

2010 Toronto Municipal Election:

Worked as a shipping receiver, retrieving equipment and supplies from the Deputy Returning Officers and loading them onto a truck.

Flash In The Can Digital Media Conference (FITC):

2011: Worked as a volunteer concessions stand worker. Made and served popcorn and cotton candy to attendees.

2010: Worked as a volunteer stage technician, cuing lights, audio and displays for presenters.

City of Toronto Volunteer:

2009 - 2010: Worked as an Information Ambassador in special events such as Scotiabank Nuit Blanche, Cavalcade of Lights, Winter City and the Green Roof Opening.

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.

Other:

April - May 2011: Participant in Gears of War 3 beta.