Christian Peck
3D Generalist

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PERSONAL STATEMENT

Creating captivating visuals is my passion. I've been extremely fortunate to have had opportunities to follow that passion across film, advertising, and marketing. I've also done freelance work whenever my contracts permitted it.

Throughout my career, I've been very proud to have risen through the ranks quickly after starting on a project. After 4 months as a junior artist at Scanline, I was brought up to a mid-level position. After 2 years as a mid-level artist at Scanline, then DD, and then Framestore, I was hired as a senior artist at sgsCo. After 8 months as a senior, I was promoted to Team Lead and Supervisor at sgsCo. Afterwards, I went to Method Studios as a Texture Lead and was promoted to Asset Supervisor 9 months later.

I've been lucky enough to receive amazing guidance and mentorship from colleagues I admire. I do my best to pay that forward through my ongoing involvment in education. I'm honored that my school, Think Tank, that has given me so much, would have me be such an integral part of their program through instructing, mentoring, and supervising.

I'm always looking foward for new opportunities to continue that success, grow and learn from new peers.

SKILLS

Software Base

Software	
Maya	
3DS Max	
VRay	
Arnold	
Photoshop	
MARI	
zBrush	
Mudbox	
Nuke	
SketchUp	
Unreal Engine	
After Effects	

Miscellaneous Skills

Photography
VR Hobbyist
Video Editing
Photo Retouching
Basic Python Scripting

EDUCATION

Think Tank Training Centre
North Vancouver, BC, Canada

2014-2015 Computer Animation, Visual Effects and Game Design Program

Ranked 3rd Worldwide in VFX by The CG Student Awards (2015)
Top 10 VFX School by The Hollywood Reporter (2018)

REFERENCES

Justin Holt
Senior Texture Artist at Epic Games
justinmholt@gmail.com

Jerome Escobar
(Recomendation Letter on LinkedIn)
CG Supervisor at Method Studios
jeromeescobar@gmail.com

Trevor Wide
(Recomendation Letter Available upon request)
Asset Supervisor at Digital Domain
twide@d2.com

EXPERIENCE

Production

CG Lead at The Mill
-NDA
-Eli Lilly
-Qualcomm
-February 2020 to June 2020

Texture Lead/Asset Supervisor at Method Studios
-Top Gun: Maverick (2020)
- March 2019 to February 2020

Senior 3D Artist/Technical Supervisor at sgsCo
-Dial Handsoap (Henkel)
-Late July Chips
-Henkel Laundry Product Line
November 2017 to March 2019

CG Generalist at Framestore
-Dell Advertisement (2017)
-Lactaid Advertisement (2017)
-Destiny 2 Advertisement (2017)
June 2017 to September 2017

3D Generalist at Scanline VFX
-Justice League (2017)
March 2017 to June 2017

Texture Painter at Digital Domain 3.0
-Spiderman: Homecoming (2017)
-Fate of the Furious (2017)
July 2016 to March 2017

Jr/Mid 3D Generalist at Scanline VFX
-Power Rangers (2017)
-The Promise (2017)
-Independence Day: Resurgence (2016)
September 2015 to July 2016

Education

Foundation Supervisor at Think Tank Online
Foundation Supervisors are tasked with guiding their group of students through all of the courses and assignments in the Foundation Term.
September 2018 to Present

Intermediate Texturing Course Intructor at Think Tank Online
I was tasked with creating the syllabus, exercises, and assignments for the course for Think Tank Online. I was also responsible for recording the lessons which include real time demonstrations.
February 2018

Final Review Panelist for Brookdale Community College
I sit on the review panel each semester to critique the students work.
December 2017 to Present

Intermediate Texturing Course Intructor at Think Tank Training Centre
I was tasked with creating the syllabus, exercises, and assignments for the course for the On-Campus curriculum. I was also responsible for real time demonstrations during class.
February 2017 to February 2018

Demo Reel Mentor at Think Tank Training Centre
As a Mentor, I met with my students weekly to guide, advise, and critque them throughout the creation of their demo reels.
February 2017 to June 2017

PUBLICATIONS & AWARDS

3D Total: Excellence Award

Polycount Recap: September 2015

Nail Gun Breakdown: CG Student Awards

3D Total: Interview