# Christian Peck

# 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 al done freelance work whenever my contracts permitted it.

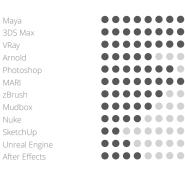
Throughout my career, I've been very proud to have risen through the ranks quickly after starting on a project. After 4 months as a junior artist at Scanline, I was brough up to a mid-level position. After 2 years as a mid-level artist at Scanline, then DD, ar then Framestore, I was hired as a senior artist at sgsCo. After 8 months as a senior, 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 colleague 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, wou 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



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 lable upon request) Asset Supervisor at Digital Domain twide@d2.com

# **EXPERIENCE**

t	CG Lead at The Mill	Foundation Supervisor at Think Tank Online
b	-NDA	Foundation Supervisors are tasked with guiding their
	-Eli Lilly	group of students through all of the courses and
	-Qualcomm	assignments in the Foundation Term.
	-February 2020 to June 2020	September 2018 to Present
s I	Texture Lead/Asset Supervisor at Method Studios	
d	<ul> <li>Top Gun: Maverick (2020)</li> </ul>	Intermediate Texturing Course Intructor at Think
u	- March 2019 to February 2020	Tank Online I was tasked with creating the syllabus, exercises, and
		<ul> <li>assignments for the course for Think Tank Online. I was</li> </ul>
		also responsible for recording the lessons which include
	Senior 3D Artist/Technical Supervisor at sgsCo	real time demonstrations.
	-Dial Handsoap (Henkel)	February 2018
	-Late July Chips	
	-Henkel Laundry Product Line	Final Paviau Panalist for Procludela Community
	November 2017 to March 2019	Final Review Panelist for Brookdale Community College
		<ul> <li>I sit on the review panel each semester to critique the</li> </ul>
	CG Generalist at Framestore	students work.
	-Dell Advertisement (2017)	December 2017 to Present
	-Lactaid Advertisement (2017) -Destiny 2 Advertisement (2017)	
	June 2017 to September 2017	
		Intermediate Texturing Course Intructor at Think
	3D Generalist at Scanline VFX	Tank Training Centre
	Justice League (2017)	I was tasked with creating the syllabus, exercises, and assignments for the course for the On-Campus
	March 2017 to June 2017	curriculum. I was also responsible for real time
		demonstrations during class.
	Texture Painter at Digital Domain 3.0	February 2017 to February 2018
	<ul> <li>-Spiderman: Homecoming (2017)</li> </ul>	
	-Fate of the Furious (2017)	
	July 2016 to March 2017	Demo Reel Mentor at Think Tank Training Centre
	Jr/Mid 3D Generalist at Scanline VFX	As a Mentor, I met with my students weekly to guide,
	-Power Rangers (2017)	advise, and critque them throughout the creation of their
	-The Promise (2017)	demo reels.
	-Independence Day: Resurgence (2016)	February 2017 to June 2017
	September 2015 to July 2016	
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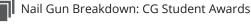
## **PUBLICATIONS & AWARDS**



3D Total: Excellence Award



Polycount Recap: September 2015





3D Total: Interview