



Chip Lundell

www.ChipLundell.com

14237 Sonco Ave, Windermere, FL 34786 | #407.319.0429 | chiplundell@hotmail.com

Career Objective

Having spent several years as an art generalist for a startup company, I am eager for a role with a larger organization that will allow me to polish and expand upon my skills as a 3D animator.

Experience

Lead Artist at 360Ed Inc. Orlando, FL July 2009 to April 2011

- Promoted to Lead Artist during the production of "Conspiracy Code (CC): Mindbender," the second in a series of CODiE Award-winning action/adventure/educational games
- Managed team of three artists
- Concepted dozens of characters and environments, hundreds of individual rooms for CC franchise
- Facilitated mocap shoots and processed mocap data for use in character animation sets
- Supplemented mocap with hand-keyed animation; animated dozens of environmental props
- Redesigned GUI for CC franchise; created, integrated and tested art assets for functionality and usability
- Created marketing materials such as wallpapers, postcards, posters, brochures and cardboard stand-ups
- Assisted in design and creation of an Xbox Live-style User Avatar system, including the modeling, texturing and animating of over 40 individual meshes
- Directed gameplay design and creation of art assets for multiple educational Flash mini-games
- Designed and enacted movement for consistency across all art assets: 3D asset scale, filenames, directory structure and process documentation

Digital Artist at 360Ed Inc. Orlando, FL June 2007 to June 2009

- Created realistic burn and injury textures, as well as "injury animations" on over 30 victim characters for "Burn Center," an I/ITSEC Serious Games Showcase winning trauma simulation game
- Concepted and storyboarded introductory and interstitial cinematics for "Burn Center"
- Designed main gameplay HUD for 'Triage' section of "Burn Center"

Intern/Lead Artist at Lockheed Martin STS Orlando, FL March – May 2007

- Modeled, textured, rigged and animated human player characters, as well as environments, for Navy fire training simulation game "Danger Zone"

Education

Master of Science in Interactive Entertainment University of Central Florida/FIEA June 2007

Bachelor of Fine Arts in Art Valdosta State University May 2002

Skills

Maya, Motionbuilder, Photoshop, Flash, Unity3D, Ogre, Torque