

Charlie Cunningham | Senior Character Artist

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Qualifications

- 6 years of professional experience working on 4 AAA projects
- Highly skilled character artist with comprehensive knowledge of the full character pipeline
- Experienced in next gen character asset creation with a focus on PBR texturing techniques
- Have worked in multiple editors and with a variety of tool sets geared for engine optimization
- Highly motivated, self-managing with the ability to take on ownership of assets
- Experience with outsource management
- Enjoy problem solving and finding new tricks and solutions to smooth out pipeline kinks
- Big proponent of teamwork with an emphasis on communication and constructive critiques

Personal Profile

I am an artist with a foundation in traditional media art who has found himself fascinated with the digital space. My passion lies in all things character related with a goal of creating the highest quality assets while optimizing workflow and output for AAA games. I strive to be an exceptional teammate who is eager for collaboration and communication in an attempt to constantly get better and learn from other highly motivated professionals around me.

Skills

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|----------------------------|---------------------|------------------|
| - High/Low poly modeling | - Sculpting | - Retopology |
| - Performance Optimization | - UV Unwrapping | - Concept |
| | - PBR Texturing | - Skin Weighting |
| | - Organic Detailing | |

Software

Maya | 3DS Max | Zbrush | Substance Painter | Substance Designer | Photoshop | After Effects | Flash | Quixel Suite | xNormal | Knald | Marmoset | Marvelous Designer | 3D Coat/Topogun | Unreal 4 | Cryengine | Cryptic Engine | JIRA | Perforce | SVN

Industry Work

Holospark

Senior Character Artist

-May 2015 to present

Crucible - Platform TBD - Release TBD:

- Partnered with **Amazon Games** to help complete their AAA project.
- In charge of polishing characters for cinematic usage.
- Sculpted high resolution skin detail in Zbrush.
- Retopologized mid and low poly assets for cinematic usage.
- Re-textured assets to better fit the style guide and concepts.
- Polished materials in Lumberyard for main and variant character skins.

Earthfall - PS4 / PC / Xbox One - July 2018 release:

- Was in charge of all alien creatures as the Senior Character Artist.
- Worked with the Art Director and Concept Artist to create high-res sculpts.
- Worked with animators and designers to optimize low-poly characters for Unreal 4.
- Helped to create PBR materials and worked with engineers to develop shaders that fit the needs of the project.

VR Game Jams (In House):

- Early on I had the privilege to create first and third person character assets for some really fun VR projects.

Cryptic Studio

Character Artist

-October 2013 to April 2015

Unreleased Jurassic World Game - PC Cancelled:

- I was part of the character team.
- Worked on customizable character assets (high to low, texture)
- Created NPC characters from concept.

Champions Online - PC - September 2009 release:

- I created all assets needed for DLC updates.
- Worked with one other character artist to create two full armor sets along with a weapon and a mount every month for the duration of my time on the project.
- Concepted, sculpted, modelled, and textured each asset created.
- Optimized assets for the Cryptic Engine.

Internship: Interned from November 2012 to February 2013 on Champions Online.

- Character Artist

Education

Bachelor of Fine Arts in Media Arts and Animation

-2010 to 2013

The Art Institute of Seattle

Bachelor of Fine Arts in Commercial Art

-2007 to 2010

University of Central Missouri