

# CHRISTOPHER MAN

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## SKILLS

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- Character, environment, object and texture design in traditional media and Adobe's Photoshop
- Hi- and low-polygon modeling, texturing, lighting and animation in Autodesk's 3DS Max and Maya
- Level design and game engine modification using the Unreal Engine

## EDUCATION

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### **The Art Institute of California**

Bachelor of Science in Game Art & Design, cumulative GPA - 3.7

San Diego, CA

*October 2004 – March 2007*

### **The Cooper Union, Albert Nerken School of Engineering**

Bachelor of Science in Engineering, cumulative GPA - 2.8

New York, NY

*June 1997 – May 2001*

### **Harvard Summer School, Harvard University**

Enrolled in accredited Figure Drawing and Philosophy courses

Cambridge, MA

*June – August 1996*

## PRODUCTION

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### **Semantink Publishing**, comic book publisher

#### **Comic Book Colorist – Issues #3 to #6**

- Create overall color palette by utilizing color theory and design principles
- Render hue, tone, shading, lighting and special effects on black-and-white inked pages

San Diego, CA

*October 2010 – Present*

### **The Art Institute of California**, technical design college

#### **Game Prototyping class – Project Lead**

- Provided overall art direction and scheduling for team of eight
- Supervised and quality-assured all character and prop modeling and level design

San Diego, CA

*June – December 2006*

## EXPERIENCE

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### **Sino-American Tours, Inc.**, travel agency

#### **IT Department – P/T IT Technician**

- Installing new hardware and instructing staff on proper care and use
- Providing on-site maintenance as requested

New York, NY

*January 2009 – Present*

### **The Art Institute of California**, technical design college

#### **Student-Aid Programs – Mentor and Tutor**

- Mentored younger students in time and stress management
- Tutored students in math and 3D design classes

San Diego, CA

*October 2005 – March 2007*

### **ExtraVertical Climbing Center**, indoor rock-climbing gym

#### **Climbing Wall – Wall Supervisor**

- Opened and closed facilities, including rope-setting and equipment check
- Instructed in belaying techniques and climbing techniques

New York, NY

*June – August 2004*

### **AMCC Corp.**, general construction company

#### **Shop Drawings Department – Project Coordination Assistant**

- Managed project closeouts in Excel and Expedition databases
- Maintained information flow between subcontractors and architect/engineers

Long Island City, NY

*June 2002 – October 2003*

### **LucasArts Entertainment Co. LLC**, video game developer

#### **IT Department – Desktop Team Intern**

- Reconfigured machines to current specifications
- Applied networking, hardware, and software application updates
- Troubleshoot over 450 users in three Lucas companies on site

San Francisco, CA

*June – September 2000*