

CHRISTOPHER MAN

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SKILLS

- Character, environment, object, texture, and graphic design in traditional wet/dry media and Adobe Photoshop
- Hi- and low-polygon modeling, texturing, lighting and animation in Autodesk 3DS Max and Maya
- Level design, machinima coordination and some game engine modification with the Unreal Engine
- Project documentation in Microsoft Word; data collation and analysis in Microsoft Excel

EDUCATION

The Art Institute of California Bachelor of Science in Game Art & Design	San Diego, CA <i>Oct 2004 – Mar 2007</i>
The Cooper Union, Albert Nerken School of Engineering Bachelor of Science in Engineering	New York, NY <i>Jun 1997 – May 2001</i>

PRODUCTION

Self-Employed , freelance artist <ul style="list-style-type: none">• Designed logos, characters and creatures, book covers and interior illustrations	New York, NY <i>Jan 2015 – Present</i>
Cat Bath Publishing , comic book publisher Comic Book Colorist – Where the Witches Lurk Issues #1 to #6 <ul style="list-style-type: none">• Created overall color palette by utilizing color theory and design principles• Rendered hue, tone, shading, lighting and special effects on inked pages	Los Angeles, CA <i>Jun 2012 – Aug 2014</i>
Semantink Publishing , comic book publisher Comic Book Colorist – Mythoi Issues #3 to #6 <ul style="list-style-type: none">• Maintained color mood, style, and consistency with previous issues• Generated tones for characters and lighting in environments new in the series	San Diego, CA <i>Oct 2010 – Oct 2012</i>

EXPERIENCE

Sino-American Tours, Inc. , travel agency IT Department – P/T IT Technician <ul style="list-style-type: none">• Installed new hardware and instructed staff on proper care and use• Delivered on-site maintenance as requested	New York, NY <i>Jan 2009 – Dec 2014</i>
The Art Institute of California , technical design college Student-Aid Programs – Mentor and Tutor <ul style="list-style-type: none">• Mentored younger students in time and stress management• Tutored students in math and 3D design classes	San Diego, CA <i>Oct 2005 – Mar 2007</i>
ExtraVertical Climbing Center , indoor rock-climbing gym Climbing Wall – Wall Supervisor <ul style="list-style-type: none">• Opened and closed facilities, including rope-setting and equipment check• Instructed in belaying techniques and climbing techniques	New York, NY <i>Jun – Aug 2004</i>
AMCC Corp. , general construction company Shop Drawings Department – Project Coordination Assistant <ul style="list-style-type: none">• Managed project closeouts in Excel and Expedition databases• Maintained information flow between subcontractors and architect/engineers	Long Island City, NY <i>Jun 2002 – Oct 2003</i>
LucasArts Entertainment Co. LLC , video game developer IT Department – Desktop Team Intern <ul style="list-style-type: none">• Applied networking, hardware, and software application updates• Troubleshoot over 450 users in three Lucas companies on site	San Francisco, CA <i>Jun – Sep 2000</i>