

Christopher Strong

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PERSONAL STATEMENT

I am a talented and creative VFX professional who specialises in modelling and texturing, but is also capable in many other areas of VFX. I have worked over many years in a variety of industries from post production studios such as Framestore, to interior design and boutique agencies using applications such as Autodesk Maya, Pixologic Zbrush and many others to create high end, production quality CGI assets and renders.

From as far as I can remember I have always had a great interest in film, television and commercials and how they are made. My interest in VFX and CGI grew throughout my youth watching movies such as Jurassic Park and TV shows such as Nightmare and wondering "how is that possible".

I graduated from Escape Studio's Maya Core and VFX course in December 2009. I have a BA degree from Portsmouth University in Computer animation, which I obtained in 2006. I also have an AVCE in fine art and design and an A Level in photography, which has given me a very good grounding in all areas of art and design.

I am a very ambitious person who strives for perfection in any given task. I am also a very hard worker who is easily motivated; I can keep to schedule and am able to use my own initiative to get work completed. I am a very fast learner and am also a good problem solver.

I am a very friendly and likeable character who works well in a team environment. I socialise well and find it easy to integrate into ready formed groups; I enjoy learning from the very talented people I am lucky enough to work with and also like to help others where I can. I believe I have much to offer any studio, given the opportunity to prove myself with excellent creativity, technical knowledge, hard work and loyalty.

WORK EXPERIENCE

Jan – Oct 2015, Framestore

Modeller TD

I was employed at Framestore as a modeller TD working on many of the newest films, creating assets from environment to digital doubles.

Filmography includes:

The Legend of Tarzan

- I modelled a digital double of Margot Robbie.
- I modelled assets for jungle environments including trees, canopies, plants and rocks.
- I cleaned and retopologised lidar scans of environments and characters.
- I created clean UV's for assets

Jungle Book Origins

- I modelled hero assets for the films environments, from temples, statues to mountain vistas.
- Cleaned and rebuilt lidar scans for environmental use.
- Created clean UV's for assets

Geostorm

- I briefly worked on Geostorm helping the modelling team create the ISS (international space station).

2009 – 2013, Freelance 3D Artist

I created 3D interior designs, animations and models using Autodesk Maya, Pixologic Zbrush and Adobe Photoshop for clients such as Wing Productions, ESPN, 2012 London Olympics and Alex Chilton Design.

Apr 2010 – Apr 2012, Fusion Universal**Part Time Lead Administrator**

Whilst at Fusion Universal I maintained their online helpdesk, liaised with clients and dealt with all other areas of Fusions administrative needs.

Jan – Sept. 2007 Giddings Design**2d/3d Artist**

I worked for Giddings design as a 2d/3d artist for the interior department using Autodesk Maya and Adobe Photoshop. My main tasks were to develop interior design concepts into 3d art, to show clients in the jewellery and luxury goods market.

2002 – 2006. Field Landscaping & Garden Design**Designer**

I helped maintain and run this Landscape and Garden design business for four years whilst attending university. I was involved in all aspects of the business including client liaison, Garden design using 2d and 3d software and planning and implementation.

EDUCATION

2009 (Sep) - 2009 (Dec) Escape Studio's

12 Week - Maya Core & VFX course

2002 – 2006 University of Portsmouth

BA (Hons). Computer Animation

2000 – 2002 Kingston Art College

AVCE Fine Art & Design

A-LEVEL Photography

1993 – 1998 Beverley Boys School

8 GCSE's including Art grade A

COMPUTER SKILLS

- Autodesk Maya
- Autodesk Mudbox
- Headus UV Layout
- Adobe Photoshop
- Adobe After Effects
- Adobe Premier
- The Foundry Mari
- The Foundry Nuke
- Pixologic Zbrush
- 3DEqualizer
- Vicon Boujou
- PF Track

INTERESTS

Film and Photography:

I absolutely love film and everything connected to the making of them. I try to watch as many films as I can, from the big Hollywood blockbusters to small independent films. I also love photography and cinematography and enjoy going out and taking photographs and shooting film whenever possible.

Sport:

I am very keen on sporting activities and have been for many years, I was an amateur kick boxer for 7 years, competing in many championships, at various levels. I also played roller hockey for 12 years reaching a national level, playing in many national championships and representing Portsmouth University in the University championships.

I also Compete in power lifting competitions and attend the gym every day keeping fit and healthy, this keeps me stress free and energetic ready to work hard.