

# Game Artist . Chris Hodgson

## Profile

**Date of Birth :** 13<sup>th</sup> March 1986

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### Personal Statement

During my time working in games I have consistently pushed myself to learn all that I can about game art. I am a hard working and passionate individual with the drive to get quality results on tight deadlines. I absolutely love learning about game engines, art creation tools and games themselves and apply this love of games to my job.

In my most recent position as an artist for Headstrong Games I have been creating environments for House of the Dead: Overkill – Extended Cut. I was in charge of one of the new exclusive levels for the PS3 remake and enjoyed every minute designing, building and lighting the level. Getting to use Blitztech's node based shader editor was also great fun and with my Unreal 3 shader experience, it didn't take long for me to start creating some exciting and cool shaders. As a massive FPS fan since Wolfenstein, getting to work on shooters and action games as a Lead Artist is where I have my heart set.

## Skillset

### Hard Skills

- 3ds max, modo, Softimage
- Photoshop, xNormal
- Zbrush and Mudbox
- High and Low resolution modelling
- Normal, Parallax, AO map generation
- Unreal 3
- CryEngine 3
- Blitztech

### Soft Skills

- Strong problem solving skills
- Able to finish tasks for tight deadlines with minimal supervision
- Excellent communication Skills
- Highly motivated
- Organised and focused
- Quick to learn new software and techniques
- Team-player
- Approachable

## Employment History

### October 2009 - Current | Headstrong Games (Kuju), London, Artist

#### Responsibilities:

- High to low poly modelling and texturing for Xbox 360, PS3 and 3DS hardware
- Environment lighting using real time and pre baked methods
- Shader creation using Blitztech and CreativeStudio
- HUD and interface design using Blitztech
- Particle effect creation
- Junior artist mentoring

### July 2007 – Sept 2009 | 3rd Dimension Creations Ltd, Middlesbrough, 3D Artist/Lead Artist

#### Responsibilities:

- Character, and environment modelling and texturing for XBOX 360, PS3, PC, and Wii
- Creating new designs and concepts
- Environment lighting and shader creation
- Creating style guides and tutorials to keep the art team working towards the same vision
- Creating and fleshing out new concepts, characters and game mechanics
- Rigging characters and animated objects using a variety of software

## Game Credits

### Current - 'Unannounced Xbox 360 Project' – Headstrong Games – Xbox 360

- High to low poly environment creation using diffuse, spec, normal and textures
- Shader creation using Fabric.
- Lighting using a deferred renderer

## Current - 'Unannounced 3DS Project' – Headstrong Games – 3DS

- High to low poly environment creation using diffuse, spec, normal and lightmap textures
- Lighting
- Shader creation using NintendoWare CreativeStudio

## 'House of the Dead: Overkill – Extended Cut' – Headstrong Games – PS3

- HUD and interface creation and scripting
- Responsible for the modelling, texturing and lighting of the new 'Strip Club' Level
- Created shaders using Blitztech's shader creation tools (similar to UDK's Material Editor)
- Created new textures (diffuse, normal, spec, glow) to replaced old Wii spec textures.
- Particle effect creation using Headstrong's internal particle editor (Tequila)
- Mentoring and training of Junior Artists on the team.

## 'The Sorcerer's Apprentice' – Headstrong Games – DS

- Designed, modelled, textured level environments
- Delegated art tasks to other environment artists on the team.
- Set the texture and lighting style for all environments in the game.
- Created and maintained style documents for other environment artists to follow.

## 'Codachain' - Blitz Games - XBLA/PSN

- Designed, modelled and textured 3D Environments
- Lighting and post processing implementation.
- AI pathing

## 'World Sports Party' - Mere Mortals - Wii

- Modelled and textured interior environments and prop assets
- Lighting and Texture Baking

## 'DJ Hero' - Exient, Activision - Wii

- Reduced high poly PS3, Xbox 360 environments and textures to Wii suitable specification

## 'Sensei Sudoku' - 3rd Dimension Creations LTD – Xbox Live Indie Games

- Environment and Character creation

## Education

Establishment	Grade	Year
<b>Teesside University</b> BA(Hons) Computer Animation	2.1	2004 - 2007
<b>NEW College, Pontefract</b> A.V.C.E (2 x A Levels) in I.C.T	B,B	2002 - 2004

## References

Name	Occupation	Contact
<b>Steve Pritchard</b>	Studio Head at Headstrong Games	steve.pritchard@headstrong-games.com
<b>Mark Slater</b>	Lead Artist at Headstrong Games	mark.slater@headstrong-games.com

## Portfolio & Further Information

**Address** 65 Bywater Place, London, SE16 5NE  
**Website available @** [www.realrender.net](http://www.realrender.net)  
**LinkedIn Profile available @** [www.linkedin.com/in/chrishodgsongameartist](http://www.linkedin.com/in/chrishodgsongameartist)

## Hobbies & Interests

In my spare time I love playing computer games, I absolutely love first person shooters and regularly play on my XBOX 360, PS3 and PC. I also enjoy attending the gym and listening to electronic music. Whenever I get the opportunity I like to take lots of photographs to use as inspiration for my environment art work.