

Christopher Michael Miller

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Summary: A technical artist skilled in Maya Rigging, Python Tools, Unity/Unreal, and Nuke Compositing.

Experience

Blizzard Entertainment **Dec. 2016 – Apr. 2017**

Rigging and Simulation Artist

- Rigged characters/props for multiple projects and helped develop tools

Falcon's Treehouse **Jul. 2014 – Nov. 2016**

Character Technical Manager

- Rigging Lead for the studio, troubleshooting issues and training another rigger
- Rigging pipeline and tool development for a wide variety of characters
- Studio tool development and company-wide implementation
- Unity real-time and VR/AR/Gesture development

--Projects: IMG Park Dubai (Cartoon Network / Marvel), Various

Technical Artist

- Rigging, Scripting, Compositing for rendered and real-time animation in attractions
- Projects: IMG Park Dubai (Cartoon Network / Marvel), AVIC**

Lucid Global **Jul. 2013 – Jun. 2014**

Technical Artist

- Rigging, Scripting, Animating for pre-rendered and real-time 3D medical simulations
- Projects: Project Y, Living Lung, Cancer Oculus Rift Project**

Rhythm & Hues **Dec. 2012 – Feb. 2013**

Technical Animation TD

- Muscle and Cloth simulations for creatures
- Projects: Percy Jackson: Sea of Monsters**

Digital Domain Media Group **Nov. 2010 – Sep. 2012**

Rigger – Assistant Technical Director

- Rigged and weighted Quadruped and Avian rigs for a variety of animals
- Scripted components for main elephant rig in Python
- Sculpted multiple shots for character finaling
- Compositing, Keying, 3D Card setup for multiple shots
- General TD support for feature animation

--Projects: The Legend of Tembo

Associate Digital Artist

- Compositing, Clean plating, Keying, Hair, Paint work in Nuke for 3D
 - Particle recreation in Maya
- Projects: Transformers 3, The Smurfs, Hyde Park**

House of Moves **Aug. 2010**

Contract Rigging

- Rigged Winged Biped character for Motion Capture and Animation

MG Studios **Mar. 2010 – Jun. 2010**

Intern

- Rotoscoping and Compositing Work for 3D Film, TV, Commercials/Ads

Software

Programs:

-Highly Proficient with: **Maya, Nuke, Unity, Unreal Engine 4, Photoshop, MS Office Suite**

-Mildly Proficient with: **Substance Designer, Substance Painter, Mocha, Redshift, Vray, After Effects**

-Prior Experience with: **Oculus Rift SDK, , LeapMotion SDK, Kinect Studio SDK, XSI, 3DS Max, Shake, Final Cut Pro, Blender, Cinema 4D, Motion Builder, Cortex, Illustrator, Mental Ray, Camtasia, Zbrush, Mari**

Languages: **Python, C#, TCL, MEL, Maya API, JavaScript**

Platforms: **Windows, Mac OS X, Linux**

Education

Full Sail University

Bachelor of Science in Computer Animation

Graduated with Academic Honors (Salutatorian)

Winter Park, FL

February 2010

References

Richard Wardlow: 407-710-8969 || richard@vfxtd.com

Walter Yoder: 954-319-4250 || walteryoder@gmail.com

Nick Reid: 540-735-4054 || nickdreid@yahoo.com