

Christopher Patrick O'Connell

cg modeler / senior environment artist

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OBJECTIVE

- To continue growing as a digital artist with a challenging and talented studio that produces high end work.

TECHNICAL SKILLS

- Strong proficiency and confidence with both hard surfacing and organic modeling(characters and environments) in Maya.
- Comfortable sculpting characters and environments in Maya, ZBrush and retopologizing models using GSI or maya.
- Proficient in creating color, normal, displacement and spec maps in Photoshop or ZBrushx.
- Comfortable managing and mentoring other modelers and keeping them on track for the production schedule and deadlines.
- Proactive in problem solving and collaborating with other artists, art directors and production.
- Quick to learn and adapt to new programs with speed and ease including proprietary software.

COMPUTER EXPERIENCE

- | | | |
|-------------------------------------|-------------------------------------|-----------------------------|
| ▪ Maya | ▪ Proprietary IMD Lighting software | ▪ Flame/Inferno |
| ▪ ZBrush | ▪ After Effects | ▪ Adobe Premiere |
| ▪ TopoGun | ▪ 3DS Max | ▪ Dreamweaver MX |
| ▪ Mudbox | ▪ Adobe Photoshop | ▪ Silicon Graphics Machine |
| ▪ Proprietary Vegetation software | ▪ Perforce | ▪ Windows 2000/XP/Windows 7 |
| ▪ Proprietary Set Assembly software | ▪ 3D Coat | ▪ Linux/Unix |

WORK EXPERIENCE

Walt Disney Animation Studios, Burbank, CA / Sept 2012 – Present

Modeling Lead: Environments

Ralph Breaks the Internet: Wreck-It Ralph 2 (Animated Feature Film, 2018)

- Modeling Lead: Environments – Point person for a team of environment modelers and worked with other departments making sure they had what they needed to getting their tasks completed. Worked closely with Environment Modeling Supervisor and Layout, while meeting with the Layout artists daily to improve communication and work flow.
- Created High and Low resolution models, (environments and props).
- Set assembly and set design/dressing using Disney Animation Studios proprietary software.
- Used proprietary software/toolkit to create vegetation (plants, trees and other foliage). Also worked with dev team to make software/toolkit better for future show needs.

Mentor for Trainee

Mentor for Trainee 2017

- Helped guide the trainee through a one year program. First three months are specific to training with the expectations to continue on to current shows in production. During the first three months I would be responsible for teaching them the pipeline, modeling guidelines and helping them to grow as an artist.

Mentor for Intern

Mentor for Intern Summer 2016

- Helped guide the intern through an eight week intern program. Teaching them the pipeline, modeling guidelines and helping them to grow as an artist.

CG Modeler

Moana (Animated Feature Film, 2016)

- Set Lead – Lead a team of four modelers on the Kakamora Barge Set and worked with other departments making sure they had what they needed to getting their tasks completed.
- Created High and Low resolution models, (environments and props).
- Set assembly and set design/dressing using Disney Animation Studios proprietary software.
- Used proprietary software/toolkit to create vegetation (plants, trees and other foliage). Also worked with dev team to make software/toolkit better for future show needs.

Zootopia (Animated Feature Film, 2016)

- Set Lead – Point person for the Downtown Zootopia Set/Environment.
- Created High and Low resolution models, (environments and props).
- Set assembly and set design/dressing using Disney Animation Studios proprietary software.
- Used proprietary software/toolkit to create vegetation (plants, trees and other foliage). Also worked with dev team to make software/toolkit better for future show needs.

Big Hero 6 (Animated Feature Film, 2014)

- Set Lead – Point person for the Portal and Destroyed Portal Set/Environment Set/Environment.
- Created High and Low resolution models, (environments and props).
- Set assembly and set design/dressing using Disney Animation Studios proprietary software.
- Used proprietary software/toolkit to create vegetation (plants, trees and other foliage). Also worked with dev team to make software/toolkit better for future show needs.

Frozen (Animated Feature Film, 2013)

- Created High, Med and Low resolution models, (environments and props).
- Set assembly and set design/dressing using Disney Animation Studios proprietary software.
- Used proprietary software/toolkit to create vegetation (plants, trees and other foliage). Also worked with dev team to make software/toolkit better for future show needs.

Rhythm & Hues Studios, El Segundo, CA / May 2012 – Sept 2012Modeling TD**RIPD** (Feature Film, 2013)

- Created High, Med and Low resolution models, (automobiles, environments, props and track models) with UV mapping from geo scans, reference and concept art.

Sony Picture Imageworks, Culver City, CA / Nov 2011 – May 2012CG Modeler**OZ: The Great and Powerful** (Feature Film, 2013)

- Created High, Med and Low resolution models, (characters and environments, digital doubles and props) with UV mapping from geo scans, reference and concept art.

MPC Vancouver, Vancouver, BC Canada / April 2011 – Nov 2011Senior CG Modeler**Jack the Giant Killer** (Feature Film, Summer 2012)

- Created High and Low resolution models (environments, digital doubles and props) with UV mapping.
- Created High Res models for MPC Vancouver's proprietary software, Kali: High-Quality FEM Destruction. Worked closely with the Kali artist/programmer making sure these models would work properly in the Kali system and pipeline.

Senior CG Modeler**Sherlock Holmes: A Game of shadows** (Feature Film, Winter 2011)

- Created High and Low resolution models with UV mapping.
- Created High Res models/complete environments for MPC Vancouver's proprietary software, Kali: High-Quality FEM Destruction. Worked closely with the Kali artist/programmer making sure these models would work properly in the Kali system.

Hydraulx Visual Effects, Santa Monica, CA / Feb 2011 – April 2011CG Modeler/Texture Artist**Captain America: The First Avenger** (Feature Film, Summer 2011)

- Created High and Low resolution models with UV mapping and Texturing for Feature Film, Commercials and in house library.

Image Movers Digital / Walt Disney Company, Novato, CA / Aug 2008 – November 2010CG Modeler/Set Lead/Character Finaling**Mars Needs Moms** (Feature Film, Spring 2011)

- Acting Set Lead responsible for managing and mentoring other modelers and keeping them on track for the production schedule and deadlines.
- Created High, Med and Low resolution models with UV mapping for feature film. Specializing in Set/Environment creation, set assembly, set design with art director and making the set production ready.
- Character Finaling duties include fixing shot scene geometry, animation rigs and caches.
- Proprietary Lighting training.

CG Modeler/Character Finaling***A Christmas Carol*** (Feature Film, Christmas 2009)

- Created High, Med and Low resolution models with UV mapping for feature film. Also helped with set assembly, set design with art director and making the sets production ready.
- Character Finaling duties include fixing shot scene geometry, animation rigs and caches.

THQ/Heavy Iron Studios, Los Angeles, CA / Aug 2006 – Aug 2008Senior Environment Artist***Up*** (Xbox360, PS3, Wii); ***Wall-E*** (Xbox360, PS3, Wii); ***Toy Story Game Demo*** (Xbox360, PS3, Wii)

- Acting Level Lead responsible for managing and mentoring junior artists and keeping them on track for the production schedule and milestones
- Environmental modeling, UV mapping, texturing and lighting

Environment Artist***Ratatouille*** (Xbox360, PS3)

- Environmental modeling, UV mapping, texturing and lighting

Viewpoint, Inc., Culver City, CA / Feb 2005 – Aug 20063D Content Developer/3D Model & Texture Artist

- Modeled, UV mapped and textured various 3D assets and content using Maya, 3DS Max, Photoshop, After Effects, Paraform, ATOS Scanner, Cyber Scanner and Viewpoint Proprietary Software

Double Edge Digital | E=MC2 Digital, Glendale, CA / Aug 2004 – Feb 20053D/2D Artist***Ask the Dust*** (Feature Film); ***Battleground: Waterloo*** (HD Discovery Channel Series); ***The Art of War: Alexander The Great*** (HD Discovery Channel Series); ***Sledge: The Story of Frank Sledge*** (Feature Film)

- Modeled and textured 3D environments
- Created photorealistic Previz environments, 3D elements, matte painting, texturing and compositing using Maya, After Effects, Photoshop and Rush Render Que

Post Central, Inc., Rochester, NY / Dec 1998 – Dec 2000 & Dec 2001 – July 2004Senior 3D Artist/Animator***GMC Trucks*** (Commercial); ***Buick*** (Commercial); ***View Sonic*** (Commercial); ***Kodak*** (Commercial); ***Xerox*** (Commercial); ***Wegman's Food Markets*** (Commercial); ***Time Warner Cable*** (Commercial)

- Worked on post production, 3D graphics using Maya and Photoshop for national, regional and local commercials and corporate communications

EDUCATION

Rochester Institute of Technology, Rochester, NY / Graduation 1999

- M.F.A. in Computer Animation (GPA 3.7)

University of Dayton, Dayton, OH / Graduation 1991

- B.F.A. in Visual Communication Design

CONTINUED EDUCATION

IMD, Novato, CA / Winter 2010

- Introduction to Python

Studio Arts, Los Angeles, CA / Winter 2008

- Organic Modeling

Studio Arts, Los Angeles, CA / Summer 2007

- Maya Lighting

Gnomon School of Visual Effects, Hollywood, CA / Winter 2007

- Environments for Games

Studio Arts, Los Angeles, CA / Summer 2006

- Introduction to ZBrush,

AWARDS

- Kakamora Barge model was submitted by Walt Disney Animation for Outstanding Model in a Photoreal or Animated Project at the Visual Effects Society 2017
- Downtown Zootopia Set was submitted by Walt Disney Animation for Outstanding Created Environment in a Animated Feature at Visual Effects Society 2017
- My production of *Icarus* received First Place, Animation at the 20th Annual SMPTE Student Film and Video Festival for New York State Students. (The Society of Motion Picture and Television Engineers and Rochester Audio Vision Association)