

# Christopher Hill

## CG Artist

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## Summary

I've been freelancing for about six years as a generalist, working on an array of projects in New York City. I'm striving to work on more challenging and interesting projects that are visually interesting and creatively driven. I am extremely excited doing film and television, working to make stories with compelling characters or meaningful visual effects shots.

## Specialties

Modeling, Rigging, Texturing, Shading, Animation,  
Lighting and Mental-Ray Rendering in Maya (6 Years Professional Experience )  
Zbrush, Photoshop, Mudbox, MEL Scripting

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## Experience

### **Freelance 3D Artist at Various Companies**

January 2003 - Present (6 years 9 months)

I have been freelancing around the NYC area at various companies working on films such as the VES Nominated Film, Synecdoche, as well as Ghost Town and others. Commercials works include Coke, Mercedes, Monster.com, ABC Primetime, David Letterman, IBM, Sheryl Crow, Infinity, Cingular, GMC, Pepsi, and so on.

Some of the studios I've worked at include: Psyop, RhinoFX, Brainstorm Digital, Nailgun, Shilo, Brand New School, Curious Pictures, 1st Ave Machine, Transistor, and Eyeball.

### **Modeler at Brainstorm Digital**

June 2007 - August 2007 (3 months)

Worked on Charlie Kaufman's Synecdoche with Philip Seymour Hoffman.

### **CG Artist at nailgun**

2005 - 2007 (2 years)

Various broadcast and commercial work

### **Modeler/Tracker at Psyop Inc**

August 2005 - January 2007 (1 year 6 months)

Worked with Psyop on modeling, texturing, tracking, oceans, etc.

Projects include: Infiniti, Diet Coke, Sheryl Crow, Siemens, Pfizer, Mercedes, Cingular, GMC, Pepsi, Coke, Epson, etc.

### **Modeler/Tracker at RhinoFX**

August 2006 - December 2006 (5 months)

Worked on Various projects as a modeler and motion tracker.

Films:

Ghost Town

Nanny Diaries

Perfect Stranger

Commercials

Radioshack, Mercedes, Gillette, Kmart, etc.

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## Education

### **School of Visual Arts**

Computer Art, Computer Art, 2003 - 2007

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