

# CHRIS SAUQUILLO

*Digital Artist / Game Designer*

Online portfolio: [SauquilloCG.Wordpress.com](http://SauquilloCG.Wordpress.com)

- Industry experience working under tight deadlines.
- Ability to quickly adjust to different projects and meet required deadlines.
- Experience in small team atmosphere utilizing Agile with SCRUM.
- Dedicated to problem solving.
- Advocate in resolving impediments to better production times and workflow.
- Genuine desire to learn and evolve skill set.
- Photoshop, 3d Studio Max, Temerity Pipeline, Maya
- 2d animation, Agile / SCRUM, texture creation, illustration, low / high poly modeling

## Personal Experience

### **Game Designer, Lead Artist / Animator, Project Management, Co-Founder**

Interabang Entertainment

Apr 2009 – Present

Interabang Entertainment is an independent developer of mobile and PC games founded by industry professionals.

- *Super Comboman (in development)*, Genre: 2D beat-em-up. PC Platform. Contribute to game design with primary focus regarding combat. Hand animation for main character as well as supporting cast. Design character as well as environmental assets. Manage development team, using Agile/SCRUM to succeed in fulfilling milestones. Work closely with programmer to focus on gameplay tuning and balance.
- *Hext (in development)*, Genre: Word game. Android OS. Create visually appealing and functional user interface.
- *Shinobi Ninja Attacks*, Genre: 2D beat-em-up. iPhone OS. Contribute to gameplay features, character design and animation.

## Achievements

- Increased productivity by reevaluating, and adjusting, development team.
- Participants of IGN's Indie Open House Program (first and second season).
- Winner of IGN's, fan voted, internet reality show: *The Next Game Boss*.
- *Super Comboman* presented at GDC 2011 under Gamespy Tech booth.

### **Digital Artist**

VileGaming.com – Freelance

Jun 2008 – Present

VileGaming.com is a community based forum dedicated to PC game: StarCraft. VileGaming.com also competes in competitive events under Major League Gaming (MLG).

- Artist for online web comic.
- Design site and team logo.

#### Achievements

- Work featured on front page of *Blizzard.com*.

### 3d Artist

Sony Computer Entertainment America

Feb 2010 – Sept 2010

Sony Computer Entertainment is a high profile company, which produces hardware and software, tailored to the video game industry.

- *MLB 2011*, Genre: Sports, Rating: 90%, PS3 Platform.  
Re-sculpt 3d head scan data using proprietary software (GSI).
- *Killzone 3*, Genre: First Person Shooter. Rating: 84%. PS3 Platform.  
Create 3d assets for cinematic cut scenes. Re-sculpt 3d head scan data using proprietary software (GSI).
- *SOCOM 4*, Genre: Third Person Shooter, PS3 Platform.  
Re-sculpt 3d head scan data using proprietary software (GSI).
- *Resistance 3*, Genre: First Person Shooter, Rating: 84%, PS3 Platform.  
Work on environments involving matte paintings for cinematic cut scenes.
- *Twisted Metal* (in development), Genre: Vehicular Combat, PS3 Platform.  
Create assets for cinematic cut scenes. Assist art director in asset management.
- *PlayStation Home*, Genre: Simulation, PS3 Platform.  
Produce 3d, in-game, assets as well as concept art for a variety of props.

#### Achievements

- Contributed to finishing *MLB 2011* project ahead of projected milestone date

### Graphic Specialist, 3d Artist

Feb 2006 – Feb 2010

D. P. Associates

D. P. Associates, a government contractor under the Department of Defense, creates educational courseware that tailor to helicopter pilots for the United States Marine Corps.

- Design effective and easy to understand training courseware primarily using Adobe Photoshop software.
- Re-touch photos and manipulate images to tailor to courseware needs.
- Create and animate necessary 3d assets.

#### Achievements

- Learned new software and project dynamics to assist several projects to meet deadlines.
- Gained secret clearance.

D. P. Associates - Continued

- Contributed to further pushing 3d integration, to provide clearer lesson goals, which was well received amongst students and project managers.

**Digital Artist, Photo Re-Touching**

Sept 2004 – Sept 2005

Malin Space Science Systems

Malin Space Science Systems works closely with companies to process images received from space satellites.

- Re-touch images of Mars received from satellite.
- Assist in demanding assignments for major clients.
- Final images featured in several publications.

Education

**Bachelor of Science Degree in Game Art and Design**, The Art Institute of California – San Diego