

Christopher Sky King

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Work Experience

Technical Artist, Electronic Arts 2012-Present

Credits: Madden NFL 25, Madden NFL 15

- Develop and refine workflow tools for artists
- Work with artists and engineers to ensure the quality and integrity of the assets
- Proactively seek out and solve inefficiencies in art pipelines
- Technical problem solving for individual artists

Technical Artist, CCP Games 2010-2012

Credits: Eve Online: Incarna, World of Darkness (cancelled)

- Responsible for maintaining and improving art pipelines
- Collaborated with other tech artists to implement art workflows and tools
- Technical problem solving support for individual artists

Associate Technical Artist, Midway Games 2007-2009

Credits: Mortal Kombat vs. DC Universe, Blitz: The League II

- Supported the core art team with workflow tools and scripts
- Helped build and maintain art pipelines
- Skinning and rigging of character assets
- Scripting in Unreal Engine to prototype gameplay for unannounced project

Education

University of Central Florida - FIEA, Orlando, FL 2005-2007

Master's Degree, Digital Media/Interactive Entertainment

University of Florida, Gainesville, FL 2001-2005

Bachelor's Degree, Computer Science

Skills

- Art tools and pipeline production
- Languages: Python, Mel, C#, C++
- Software: Maya, Photoshop, ZBrush, Perforce
- Rigging and 3D modeling/texturing
- Strong problem solving skills