

KRISTOPHER ROBINSON

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OBJECTIVE

I MAKE ART AND BUILD WORLDS, WHETHER THAT MEANS MODELING OUT A BASEMENT BACHELOR'S PAD OR MAKING A SEMI-TRUCK WITH A TITLE BELT FRONT BUMPER, OR EVEN PLANNING OUT A WHOLE WORLD FILLED WITH CHARACTERS. ALSO I ENJOY WORKING ON A TEAM AND LEARNING FROM ANYONE I CAN TO IMPROVE MY OWN ART.

EDUCATION

2016 BACHELOR OF ARTS, GAME ART & DESIGN
ILLINOIS INSTITUTE OF CHICAGO - CHICAGO IL

CREATIVE EXPERIENCE

TALES OF PROTAGANO - TEAM PROJECT

LEAD ON A PROJECT, IN WHICH I WAS A MODELER, TEXTURE ARTIST, BUT PRIMARILY THE LEAD PROGRAMMER. THE GAME FEATURED 5 PLATFORMING LEVELS EACH IMPLEMENTING A DIFFERENT GAMEPLAY MECHANIC.

CASE FILES - TEAM PROJECT

A MEMBER OF A TEAM, CREATING A LEVEL FOR A SMALL HORROR GAME, MY JOB WAS ASSET MODELER FOR THE TEAM. WHILE WORKING ON THIS I PUT OUT 6-8 ASSETS PER WEEK, NO TEXTURING JUST MODELING, AND PASSING THE ASSET ON.

SOFTWARE KNOWLEDGE

- AUTODESK MAYA
- ADOBE PHOTOSHOP
- ADOBE AFTER EFFECTS
- UNITY 5
- UNREAL ENGINE 4
- ADOBE PREMIERE

COMMUNITY SERVICE

JOLIET VINEYARD CHURCH - RAN THE PROJECTOR, TO PROVIDE LYRICS, FOR THE BAND DURING SERVICE.