

# CHRIS CHATEL

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## EDUCATION

### BACHELOR OF FINE ARTS | 2004 - 2008 | RINGLING COLLEGE OF ART AND DESIGN

- Major: Computer Animation

## INDUSTRY EXPERIENCE

### SENIOR ANIMATOR | ROBOMODO | JULY 2008 TO PRESENT

I've been in the industry for 8 years now and have worked on 14 released games stretching across console and mobile platforms. My main focus is Animation though I have worked in multiple areas of game development (VFX, Concept Art, and UI). I'm passionate about creating games and I have the knowledge and experience to be a valued member of any team.

## RELEASED GAME TITLES FOR CONSOLE

**TONY HAWK RIDE** | XBOX 360 / PS3 / WII | JULY 2008 - NOV. 2009

**TONY HAWK SHRED** | XBOX 360 / PS3 / WII | NOV. 2009 – OCT. 2010

**BIG LEAUGE SPORTS** | XBOX 360 KINECT | MARCH 2011 – NOV. 2011

**TONY HAWK HD** | XBOX 360 / PS3 / WII | NOV. 2011 – JULY 2012

**TONY HAWK HD DLC** | XBOX 360 / PS3 / WII | JULY 2012 – OCT. 2012

**TONY HAWK PRO SKATER 5** | XBOX ONE/ PS4 | OCT. 2014 – OCT. 2015

**ADR1FT** | PC / OCCULUS RIFT | NOV. 2011 – JULY 2015

## RELEASED GAME TITLES FOR MOBILE

**THE BEASTIES** | IOS / ANDROID | DEC. 2012

**SKATEBOARD SLAM** | IOS / ANDROID | NOV. 2013

**GLOBBER'S ESCAPE** | IOS / ANDROID | MAY 2014

**HUNGER GAMES: PANEM RUN** | IOS / ANDROID | NOV. 2013

**OPERATION SNOWFALL** | IOS / ANDROID | FEB. 2016

**MONSTER FLASH** | IOS / ANDROID | OCT. 2014

**FARMVILLE HARVEST SWAP** | IOS / ANDROID | MAY 2015

**PAKKIT** | IOS / ANDROID | NOV 2015

## SKILLS

### ANIMATION

- I am a 2D and 3D animator. Delivering triple AAA quality animations and have experience with motion capture clean up.

## **VFX**

- I create a variety of effects using Unreal's Cascade Editor and Unity's Particle Editor. I have been a VFX artist on the following mobile and console titles: *Skateboard Slam*, *Globber's Escape*, *Hunger Games: Panem Run*, *Operation Snowfall*, *Monster Flash*, *Pakkit*, and *Tony Hawk's Pro Skater 5*.

## **UI**

- I construct the assets needed and shape the UI's flow within games. I have worked on UI in the following mobile games: *Operation Snowfall*, *Globber's Escape*, *Monster Flash*, and *Pakkit*

## **CONCEPT ART**

- I shape multiple projects from initial concept art to final artwork. I have created concept art for the following mobile games, *Globber's Escape*, *Monster Flash*, and *Pakkit*. In a senior position I have had the opportunity to polish and illustrate concept art for multiple pitches.

## **COMPUTER PROGRAMS**

- Motion Builder
- Maya
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere
- Unity
- Unreal Engine
- Spine (2D Animation Editor for Unity)