

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)