

Chad Winstone - 3D Character Artist

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Professional Purpose

I am an experienced professional 3D Character Artist seeking challenging and rewarding opportunities. I am looking for a reputable and talented team to join that will encourage my artistic growth as well as somewhere I can learn.

Skills

- Proven leadership abilities
- Professional experience with sculpting, modeling, and surfacing.
- A keen and strong eye for form, shape, structure, proportions, anatomy and silhouette.
- Quick learner with a high aptitude for skill development
- Proficient with Autodesk Maya, Substance Designer/ Painter, Photoshop, Zbrush, Unity, Unreal
- Effective and efficient team member with the ability to lead by example
- Highly motivated and positive outlook in all aspects of professional and personal life

Work Experience

May 2022- Current

Icon Creative

Vancouver, BC

Senior Character Modeller- Unannounced Series

- Sculpting Characters in Zbrush, retopologizing in Maya, Surfacing in Substance and Renders in Arnold
- Creating sudo-realistic characters with high detail and fidelity that meet the Art Director and Clients Needs

March 2022- May 2022

Guru Studios

Toronto Ontario (remote)

Senior Character Modeller- Unannounced Netflix Series (Canceled)

- Zbrush and Modelled characters for look dev and pipeline introduction

March 2021- March 2022

Wildbrain

Vancouver, BC

Senior Character Modeller- Sonic Prime

- Working closely with Lead and Art Director on maintaining the consistent look and vision of the characters
- Meeting tight deadlines while adhering to our technical limitations while still making sure to push character art to its limits

December 2018- March 2021

Mainframe Entertainment (Previously Rainmaker Entertainment)

Vancouver, BC

Lead Character/ Creature Modeling Artist

- Maintaining and updating our character modelling pipeline with tech artists
- Collaborate with other character artists in achieving the highest quality character models both visually and technically
- Working closely with production and Supervisors to achieve project deadlines
- Mentor other character artists and deliver written and verbal feedback

November 2015 - December 2018

Mainframe Entertainment (Previously Rainmaker Entertainment)

Vancouver, BC

Senior Character/ Creature Modeling Artist

- Work closely with Art Director, Modelling Lead and Technical Lead to successfully achieve the desired look and feel for characters and creatures.
- Mode characters for Film/ Television/ Game Development pipeline.
- Solve problems and issues based on deadlines and technical barriers given.
- Mix realistic and stylized art styles based on project requirements.

September 2014 - October 2015

Disney Interactive

Kelowna, BC

3D Artist

- Working with Art Director to develop and imagine concept art into game ready Characters, Props and Environments for unannounced Disney Interactive IP.
- Mentor and train other Junior and 3D Artists.
- Develop guidelines for prop and character asset pipeline.
- Asset budgeting/ scheduling.

September 2013- September 2014

Disney Interactive

Kelowna, BC

Junior 3D Artist

- Working with Senior 3D Artist and other 3D Artists converting concepts into mobile ready characters, costumes and props with efficient typology and optimized UV's and hand painted textures on many Disney IP's for the MMO Club Penguin, Club Penguin Sled Racer, and Puffle Wild.
- Training other Junior Artists in Disney Interactives 3D Pipeline.
- Using Zbrush, Maya and UV layout to create character transformations.

June 2013- October 2015

The Centre For Arts and Technology Okanagan | Kelowna, BC

Instructor / Tutor

- Help students develop the skills required for all aspects of 3D: Modelling, Texturing, Animating, and Rendering • Teaching the fundamentals of working within a gaming pipeline: Importing Game-Ready assets with animation attached into Unreal Development Kit

Education

The Centre For Arts And Technology Okanagan | 2011

- 3D Game Animation Diploma

Bonnyville Centralized High School | 2007

- High School Diploma