

Christopher Rogers
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POSITION SOUGHT: Technical Artist

PROFILE

Technical artist specializing in real-time 3D graphics, AR/VR prototyping, and artist tool development. Extensive experience automating art and content performance measurement tools for real time experiences on devices such as the Quest.

RELEVANT SKILLS

- Real-time Graphics: Unreal Engine (3/4/5), Unity, Custom Engines, VR/AR Development
- DCC Tools: Houdini, Maya, Blender, USD, Substance Suite, Marvelous Designer
- Programming: Python, Javascript, C#, C, C++, Shaders
- Specialties: Performance Optimization, Technical Art Pipeline, Real-time VFX
- AR/VR: Quest Development, VR Prototyping, AR Effects

RELEVANT EXPERIENCE

Technical Artist, RSTLSS.xyz (2022-2025)

- Architected end-to-end art pipeline for metaverse fashion platform
- Developed web-based 3D tools using ThreeJS for user-generated content with a Blender AWS backed for generating avatars using UGC garment
- Created artist tools in Blender, Maya, Painter and Houdini
- Implemented procedural content generation systems with Python, Blender

Technical Artist, Facebook Reality Labs (2019-2021)

- Led performance optimization for VR art assets on Oculus Quest platform
- Developed tools for measuring and reporting VR asset performance metrics
- Created R&D prototypes for real-time character rigs in VR
- Collaborated with rendering engineers on VR asset optimization
- Worked with VR-specific shaders and lighting solutions

Contract Tech Artist, Nexus Studios (2021)

- Developed Unity VR demo for high-profile TV show
- Created procedural modeling systems for environmental assets
- Performed technical art optimization, texturing, materials and lighting for VR

Technical Artist, Warner Brothers Games (2019)

- Developed Unity AR face filters and shaders for Wizards Unite
- Created animation tools and character pipeline systems with Maya

Software Engineer, Anki, Inc (2018-2019)

- Animation tools programmer using Maya, Python, C++ for Vector, Cozmo robots
- Researched human-robot interactions using vision
- Debugged robot firmware in C++ using Webots robot simulator

Senior Pipeline Technical Director, Lucas Arts, (2013-2014)

- Collaborated on then led environment pipeline for StarWars 1313
- Created “dailies” system using Unreal 3, Maya, Backburner, Python, Perforce

Senior Technical Artist, Sony Playstation, (2005-2010)

- Created pipeline for PS3 and PSP MLB:The Show
- Artist tools for remeshing hi-res scans or using blendshapes for players
- Created distributed job server systems for Maya, Photoshop and commandline jobs including rendering ambient occlusion, exporting characters, rendering stadiums
- Created web based visual attribute tracking (eye color, wears longsleeves, etc)
- Created procedural tools for stadium elements and characters

[Additional experience available upon request]

EDUCATION

University of Georgia

Studied towards a Bachelor of Fine Arts - Sculpture and Computer Art