

Chris Hewitt

3D Generalist

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Chris Hewitt is a 3D Generalist with experience in videogames, film, and product visualization. He has a BFA in Illustration from Rhode Island School of Design, and is a graduate of the Digital animation and Visual Effects School.

Professional Experience

3D Production Supervisor

Blipd | December 2021 - Present

Work with Project Manager and Art Director to establish timeframes, assign work, and make sure that deadlines are met.

Quality check 3D assets and animations to make sure they are ready for Unity, kicking them back to the 3D artists with notes for edits when needed.

Bring assets into Unity and set up environments for builds, working with programmers to make sure levels are set up correctly for programming team.

Hold 1 on 1 meeting with team to make sure everyone had proper direction and what they needed to do their work.

Modeling, texturing, and rigging various assets and characters for AR games

3D Production Coordinator

Blipd | June 2020 - December 2021

Worked with Project Manager and Art Director to establish timeframes, assign work, and make sure that deadlines are met.

Quality check 3D assets and animations to make sure they are ready for Unity, kicking them back to the 3D artists with notes when needed for pending approval.

Modeling, texturing, and rigging various asset and characters for AR games

3D Generalist

Blipd | October 2018 - June 2020

Modeling, Texturing, and Rigging of various characters and environment assets for AR games

3D Associate Artist

New Balance | July 2017 - July 2018

Worked with shoe designers to create 3D models of shoes for 3D product visualization

3D Generalist

Monkey Chow Productions | May 2016 - May 2017

Modeling, texturing, rigging, animation, and concept art for various projects related to theme parks and VR roller coasters.

Projects:

- The Hunger Games Ride Previs, Avatron Park (Lionsgate) Atlanta, GA
- Toothsome Chocolate Emporium (Universal Creative) Orlando, FL
- Coca-Cola Refresh Store (Universal Creative, Coca-Cola) Orlando, FL
- Wizard's Apprentice Previs, China

Education

Rhode Island School of Design – BFA in Illustration, Providence, RI | September 2010 - June 2014

Digital Animation and Visual Effects School – Certificate of Completion in Visual Effects, Orland, FL | September 2014 - March 2016

Key Skills

- 3D Modeling/Texturing
- Rigging
- Animation
- Compositing
- Design

Software

- Maya
- Photoshop
- Zbrush
- Mari
- After Effects
- Modo
- Unity
- Sourcetree