Christopher Beausire

Boulder, CO | www.chrisbeausire.com | chrisbeausire@gmail.com | 608-512-5157| LinkedIn

Experience

3D Generalist, Neighbor Motion Design & Animation - Minneapolis, MN | **Sep 2020 - Jul 2022**
- Concepted, sketched, painted, and created technical drawings for environments, props, and characters using Adobe Photoshop.
- Developed shape language and surface appearance of organic and hard-surface assets.
- Modeled assets with clean and light topology, substantially improving deformation and animation performance, as well as final render times.
- Developed environments and props for use in Unity as a part of VR experiences.
- Rigged and animated characters, vehicles and props in Maya.
- Created PBR materials using Substance Painter and Designer, rendering them using VRay.
- Collaborated closely with art directors, as well as peers and specialists to complete and polish projects within budget and on time.

Education

BFA in Computer Animation, Ringling College of Art and Design, Sarasota, FL | **Aug 2016 - May 2020**
- Produced detailed orthographic views and digital paintings of characters, props, environments, and vehicles.
- Modeled and rigged assets using Marvelous Designer, ZBrush, Blender, and Maya, and utilized Substance Painter to create PBR materials.
- Developed PBR materials using Substance Painter to create realistic textures and surfaces for everything from hard surface machinery and grunge-caked props, to soft skin and vegetation.
- Created the two-minute short film, "Ironfin," that featured over twenty unique shots, ranging from emotive character animation to intense tracking chase sequences.

Skills

Advanced: 3D Modeling, UVs, 3D Sculpting, Lighting, Animation, UV Mapping, PBR Materials, VisDev, Lookdev, Video Editing, Digital Photography
Proficient: Rigging, Scene Assembly, Compositing, Storyboarding

Software

Advanced: Autodesk Maya, Blender, Substance Painter, Substance Designer, Adobe Photoshop, Adobe, AfterEffects, Adobe Premiere, Adobe Indesign, Adobe Lightroom, Arnold, V-Ray, Unity, Unreal Engine
Proficient: C4D, ZBrush, Adobe Illustrator, Marvelous Designer, Nuke