

Christopher D. Ushko

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Vancouver, BC

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Qualifications and Assets

- Experience with 3D animation since 2003
- Maya-trained animator, also experienced with animating tools in Houdini, 3D Studio Max, Flash, SoftImage, Blender, and Milkshape.
- Additionally trained in Premiere, After Effects, Photoshop, Final Cut Pro, Match-Mover, and Nuke
- Developed FX animation for CG sets as well as tracked live-action plates
- Efficient at blocking animation and building CG storyboards.
- Learned rotoscoping in Nuke and Silhouette
- Experienced with multi-tasking and working around tight deadlines
- Quick to follow direction as well as provide feedback

Education

May, 2011-Apr.2012

Vancouver Film School, Vancouver, BC

Diploma in 3D Animation

- Majored in 3D Animation
- Additional classes in classical animation, acting, design, visual storytelling, rigging
- Minored in Visual Effects
- Class Rep for 3D92
- Graduated with Honours

Sept, 2003-Mar.2004

DevStudios, Edmonton, AB

Diploma in 3D Animation and Digital Compositing

- Studied digital media, techniques, animation, compositing, editing, and output
- Received Award of Excellence for “Most Outstanding Achievement in an Individual”

Work Experience

Oct/05 – Dec/09

Cooler Immersive Inc., Edmonton, AB (Present Employer)

- 3D Animator and Media Developer for the Simulynx Oilfield Training Simulation and Field Maintenance.
- Duties included: modeling characters, vehicles and complex machinery, texturing, rigging, lighting, rendering, exporting in-game models, shooting film on site and editing video, developing graphics for website, mixing sound effects, and voice-acting.

Contact Information: 780.801.3286

Company Website: cooleimmersive.com

June/05-2010

Phoenix On-Line Studios, Internet Team

- Originally joined as character animator. As of March 2007, made Lead Animation Director for the “King’s Quest: The Silver Lining” fan-project.
- Duties included using storyboards to create several cinematics (lighting and rendering included,) lip-syncing characters, producing hundreds of in-game animations, rigging, voice acting, leading junior

members, and working together with a team to meet deadlines.

Contact Information:

Cesar Bittar (Project Director); bittar@hotmail.com

Richard Flores (Art Director); richiflores@hotmail.com

Project Website; www.tsl-game.com

May-Dec/04

Iceberg Animation, Edmonton, AB

- Freelance. Worked with a small team of animators to produce the four-minute short “Tin Can Alley”. Duties included character animation and developing storyboards.

Contact Information: No longer available.

March-April/04

Ignition Media, Edmonton, AB

- Took on a two-month internship creating nightclub and television ads using Maya and compositing in After Effects.

Contact Information: Tim Hanas; work: 780-432-3225

Feb/04

DevStudios, Edmonton, AB

- Designed storyboards on the animated short “The Wonder-Bees.”

Contact Information: Joe Raffa (Teacher); joe@plasticthought.com

Personal Projects

- Wrote, produced and animated full-length 3D fan-game **“Space Quest: Incinerations.”** (2012)
- Co-wrote and animated 2D Space Quest fan-game **“Vohaul Strikes Back.”** (2011)
- Creator of the award-winning **“Ducktalez”** Flash series, and other shorts. (“Ducktalez 3”, Winner of Newgrounds and AniToon Monthly Animation Contests (2005))
- Creator of the MS Paint-developed Monkey Island fan-games **“The Devil’s Triangle”** (1999) and the remake of **“M:I-2: LeChuck’s Revenge”** (2001))