



CHRISTOPHER LYONS

DIGITAL ARTIST

CONTACT

Phone: (860) 986 2966

Email: Chrislyons2500@gmail.com

Website: Chrislyonsart.com

PROFESSIONAL SKILLS

Software Knowledge:

Adobe Photoshop, Illustrator, InDesign, Procreate, Autodesk Maya, 3DS Max, Sketchup, Unreal Engine 4, Unity, and Pixelogic Zbrush.

Proficiencies:

Graphic Design, Illustration, 3D Modeling, Texturing, Environment Art, Photo Editing, Video Editing, and Compositing,

Work Related Qualities:

Self-Driven, Organized, Eager to Learn, Strong Communication Skills, Focused, and Detail Oriented.

AWARDS & RECOGNITIONS

2017 National ESOP Poster Design
Winner

In 2017 I submitted my poster design into the annual ESOP poster design competition. My design competed against thousands of competitors from around the country and was awarded the winner. It was featured on ESOP merchandise and promotional content for the following year.

EDUCATION

The Savannah College of Art & Design 2012- 2016

BFA – Interactive Media Design and Game Development
Minor – Art / Architectural History

EXPERIENCE

World Travel / Freelance 2019 – 2020

Over the course of 2019 into 2020 I spent 11 months solo traveling between 30 countries. during that time, I learned a great deal about different cultures, fulfilled a lifelong dream, and further improved on my artistic ability through freelance and personal work.

Belcan Engineering Services 2018 – 2019

As an Environment Artist at Belcan, I was responsible for creating a variety of interactive 3D environments intended to be experienced in virtual reality. Environments ranged from recreating real world spaces which required exact measurements and high attention to detail to concepted environments of my own design.

Responsibilities:

- Working closely with clients to turn rough draft concepts into well-polished final products.
- Designing 2D graphics, Textures, and Logos to be featured in real world and virtual environments.
- Modeling, texturing, and importing custom 3D models to be used in the Unity game engine.

Logistics Services International, Inc 2016 - 2017

As a Graphics Specialist, I was responsible for creating and rendering art used in military level instructional course ware using applications such as 3DS Max, Adobe Photoshop, Illustrator, Flash, After Effects, and Zbrush.

Responsibilities:

- Working collaboratively with Subject Matter Experts and Instructional Designers to create art that was both accurate and military standard.
- Creating 3D models and animations from 2D technical diagrams and sketches
- Using Photoshop and Illustrator to design custom promotional graphics and composite 3D images seamlessly into real world photos.