

# Christopher Hale

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## OBJECTIVE

I am looking for a position as a Senior Animator or Technical Animator that will allow me to expand upon my abilities and grow artistically.

## SUMMARY

I have an excellent educational background in animation and more than 13 years of experience working in the games industry. I have been fortunate enough to have animated on many AAA titles such as Mass Effect, Dragon Age, and Star Wars Knights of the Old Republic.

## EXPERIENCE

**NCsoft Carbine Studios;** Aliso Viejo, CA, USA — March 2010 to Present

**WildStar** (PC)

*Senior Animator and Senior Technical Animator*

**Red 5 Studios;** Aliso Viejo, CA, USA — April 2007 to March 2010

**FireFall** (PC)

*Senior Animator and Character TD*

**Bioware Corp.;** Edmonton, Alberta, Canada — September 2001 to April 2007

**Sonic Chronicles: The Dark Brotherhood** (Nintendo DS)

*Lead Animator*

**Mass Effect** (PC and Xbox360)

*Lead Creature Animator and Rigger*

**Dragon Age** (PC, Xbox360 and PS3)

*Creature Rigging and Preproduction Development*

**Jade Empire** (PC and Xbox)

*Character and Cinematic Animator*

**Star Wars Knights of the Old Republic** (PC and Xbox)

*Character Animator*

**Neverwinter Nights** (PC)

*Character and Cinematic Animator*

## SKILLS

Animation for Characters, Creatures and Cinematics.

Animation Node Systems (Unreal and Morpheme)

Rigging and Skinning for Character Setup.

Scripting for Rigging and Animation.

Motion Capture Clean-Up and Direction.

Modeling and Texturing for Low-Poly Characters.

## EDUCATION

**Vancouver Film School;** Vancouver, BC, Canada — January 2000 to August 2001

VFS Festival Scholarship Program

Maya Character Animation Program

Classical Animation Program

## REFERENCES

Available upon request.