

Christoph Schoch

Character Modeler

www.christophschoch.com

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WORK EXPERIENCE

Singularity 6, Los Angeles, California

- Senior Character Modeler
- Mid Character Modeler

July 2021 - current
Jan 2020 - July 2021

Ubisoft Quebec, Quebec, Canada

- Character Modeler

April 2019 - August 2019

Omnom Workshop, Austin, Texas

- <http://www.omnomworkshop.com/>
- Character Modeler

Jan 2019 - October 2019

Meta Games, Starkville, Mississippi

- <https://metagames.studio>
- Character Modeler

June 2018 - February 2019

Hailstorm Games, Plano, Texas

- <http://www.hailstorm-games.com>
- Character Modeler

Mar 2017 - present

Guru Studio, Toronto, ON

- <http://www.gurustudio.com>
- Modeling Lead
 - Character Modeler

Nov 2017 - Jan 2019
Mar 2016 - Nov 2017

Mintah Games, Ottawa, ON

- <http://mintah.com>
- 3D Modeler, Voxel Artist

Jan 2016 - present

Arc Productions, Toronto, ON

- 3D Modeler and Rigger

May 2014 - Mar 2016

PROJECTS

Gods & Monsters

- Character modeler

Oct 31 2019

Whitestone

- Character modeler

Sep 20 2019

Dragon Slayers

- Character modeler

Jan 11 2019

True and the Rainbow Kingdom

- Season 1 - Character modeler

Aug 11 2017

Ocean Drift

- Voxel Artist

Sep 02 2016

Max Steel

- Season 4 - Character modeler

March 18 2016

Party of Heroes

- Character modeler

2015

EDUCATION

Degree in Interactive Multimedia and Design

Carleton University, Ottawa, On
2009 - 2013

Advanced Diploma in Interactive Multimedia and Design

Algonquin College, Ottawa, On
2009 - 2013

TECHNICAL SKILLS

Software Tools:

- Maya
- 3DS Max
- Blender
- Zbrush
- Photoshop
- 3D Coat
- Substance Painter/Designer
- Marvelous Designer
- Marmoset Toolbag
- Magica Voxel
- Vicon Blade

Game Engine Experience:

- CryEngine
- UDK
- Unity

LANGAUGES

- English
- French