



Christoph Schoch - 3D Character Artist

CONTACT

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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

SOFTWARE

Maya
3DS Max
Blender
Zbrush
UV Layout
Photoshop
3D Coat
Substance Painter
Substance Designer
Marvelous Designer
Marmoset Toolbag
Magica Voxel
Vicon Blade
Jira
Perforce

Unity
Unreal Engine 4/5
CryEngine

LANGUAGES

English
French

EXPERIENCE

Specialist Character Artist - **Singularity 6 (Palia)**

Jan. 2020 - Present



Los Angeles, California - www.singularity6.com/

- Established the pipeline and practices for Palia and the 3D character art team. Created base meshes, explored shaders and styles, determined volumes and rules for player customization and documented these processes for future character artists to follow.
- Mentored and supported numerous artists to where they could be promoted.
- Assisted in growing Singularity 6 art team including outsourcing partners by creating Art test material, reviewing portfolios, and interviewing potential candidates.
- Constructed a multitude of NPCs, player characters/outfits and creatures.
- Prototyped minigames and other systems to create more engaging gameplay for players.

Freelance Character Artist

Mar. 2017 - Jan. 2020



Toronto, Ontario

Red Moon Workshop www.redmoonworkshop.org

Nov. 2019 - Jan. 2020

- Collaborated in creating a new character archetype for Shot One Fighters.

Hailstorm Games (Whitestone) www.hailstorm-games.com

Mar. 2017 - Jan. 2020

- Modeled and textured full cast of characters and creatures.
- Assisted in character style exploration.

Omnom Workshop www.omnomworkshop.com

Jan. 2019 - Oct. 2019

- Modeled characters and props for Remnant From The Ashes, Vainglory and others
- Worked on multiple projects, balancing a variety of pipelines and styles.

Ubisoft Quebec www.ubisoft.com

Apr. 2019 - Aug. 2019

- Worked on characters for Gods and Monsters (Later renamed to Fenyx Rising)
- Assisted in exploration/RND in developing the final look for the game.
- Created player character in the initial teaser trailer.

Meta Games (Slayers for Hire) www.metagames.studio

Jun. 2018 - Feb. 2019

- Modeled characters and creatures and provided feedback to other contractors.

Lead 3D Artist - **Guru Studio (Abby Hatcher)**

Mar. 2016 - Jan. 2019

Toronto, Ontario - www.gurustudio.com

- Modeled characters and props for TV animation.
- Lead a team of artists. This involved scheduling as well as ensuring a quality bar across the team.

Modeler and Rigger - **Arc Productions (Max Steel Season 4)**

May. 2014 - Mar. 2016

Toronto, Ontario