Chris Mendoza

TECH ANIMATOR & PROGRAMMER

CONTACT

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SKILLS

Tools Programming
VR/AR Development
Character Rigging
Character Design
Character Animation

TOOLS

Unreal Engine
Python
Autodesk Maya
Unity
C#
Clip Studio Paint

EXPERIENCE

Multimedia Artist **Oct 2019 – Current**

Mixed Emerging Technology Integration Lab – Unity & Unreal Engine

- Producing serious games content for health, education, government & commercial industries
- Developing VR, AR, and web content in Unreal & Unity focused on education and training
- Developing medical education scenario creation tools in Unity
- Creating VR simulation in Unreal for digital training research

Mod Developer **Feb 2025 – Current**

Archipelago Mod for Enter the Gungeon – Unity/Python

- Modifying a commercial game with synchronous connectivity to other distinct games
- Working with established code bases between Archipelago websocket and core game C# infrastructures
- Handling deployment to end user and iterative debugging

Creative Director & Animator **Sep 2020 – May 2021**

Leyline Knights – Unreal Engine 4

- Led group of 16 to produce a fantasy roguelike game over 8-month period
- Rig & animated 4 humanoid & 6 creature characters with focus on frame precise combat
- Rig & animated 10 humanoid characters with focus on casual interaction and gestures
- Managed final Steam deliverable for digital publishing and marketing materials

Animator & Concept Artist **Oct 2020 – Dec 2020**

Agent of Chaos – Unreal Engine 4

- Worked with a team of 7 to create a wave survival arcade game
- Rigged & animated 5 humanoids for arcade-style animation
- Managed final Steam deliverable for digital publishing and marketing materials

EDUCATION

University of Central Florida, Orlando, Florida

BS – Mechanical Engineering **Dec 2019**
BA – Digital Media **May 2021**