

Chris Mendoza

ANIMATOR

CONTACT

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SKILLS

3D Character Animation
3D Character Rigging
Character Design
Character Modeling
Digital Sculpting
Texturing

TOOLS

Autodesk Maya
Unreal Engine 4
Clip Studio Paint
Substance Painter
Unity

EXPERIENCE

Multimedia Artist Oct 2019 – Current

Mixed Emerging Technology Integration Lab

- Producing software and animation content for health, education, and commercial industries
- Scripting interactive systems in Unreal Engine and Unity for instructional health software
- Developing animation & UI systems for patient simulation
- Prototyping interaction systems for AR software

Creative Director & Animator Sep 2020 – May 2021

Leyline Knights

- Leading a group of 16 to produce a fantasy roguelike game over multi month period
- Rigging & animating 4 humanoid & 6 creature characters with focus on frame precise combat
- Rigging & animating 10 humanoid characters with focus on casual interaction and gestures
- Managed Steam publishing and marketing materials

Animator & Concept Artist Oct 2020 – Dec 2020

Agent of Chaos

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

Character Artist Dec 2019 – July 2020

The Lightning Wanderer

- Worked in a team of two to create a top-down action game prototype focused on combat dashing
- Modeled & textured 4 hard surface robotic characters
- Rigged & animated 4 robotic characters for top-down combat

Creative Lead & Animator Jun 2019 – Jun 2019

Happy Little Accidents: A Paint Survival Story

- Lead group of 3 to produce a wave survival FPS over 48 hours
- Rigged & animated primary enemy creature

EDUCATION

University of Central Florida, Orlando, Florida

BS – Mechanical Engineering

Dec 2019

BA – Digital Media

May 2020