

24641 Shadowfax Dr  
Lake Forest, CA 92630  
(310) 384-5262  
Chris@baalrog.com

Chris Luckenbach  
*Technical Artist*

### **Objective**

To facilitate the creation of amazing next-generation gameplay, performances and worlds using my extensive technical skillset and hard won experience developing open world games.

### **Professional Experience**

Carbine Studios, Aliso Viejo, CA

#### **Sr Technical Artist. Wildstar - 6/2012-Current**

- Character/Vehicle/Prop/Armorset rigging
- Development of rigging acceleration scripts to aid in daily rigging/cleanup tasks.
- Development of advanced, character driven facial rigs for “Wildstar Flick” animated shorts.
- Setup of nearly 100 diverse facial assets compatible with normalized facial animation.

Blizzard Entertainment, Irvine, CA

#### **Tech Animator/Sr Technical Artist. Wow/Titan - 1/2006-2/2012**

- Acceleration of Character Animation/Rigging Pipeline on WoW.
- Creation of motion transfer system between proportionally diverse bipeds.
- R&D physical destruction simulation for WoW world props/geometry.
- Training and templates for world/prop artists to create ambient world animation.
- Development of Film-quality Character Rigging system for Titan.
- R&D for Cloth, Jigglebones, Ragdoll and facial retargeting tech on Titan.

Cryptic Studios, San Jose, CA

#### **Animator. City of Villains - 3/2005-1/2006**

- Animation of bipedal Player characters and NPCs.
- Creation and animation of nonstandard “monster” NPC skeletons including a spider skeleton and snakeman rig with extensive flexible tail controls.
- Creation of Special Effects to assist the FX team meet several milestones.

Freelance Rigging for Heavy Iron Studios

#### **Rigging. The Incredibles 2: Rise of the Underminer, Ratatouille- 5/2005-8/2005**

- Creation of original animation Rig modified on site for lead player characters.
- Development of a motion transfer system to migrate the library of existing animations to the new rig with minimal human intervention.
- Creation of advanced “potato sack”-like character deformation rig for Ratatouille.

Electronic Arts, Los Angeles, CA

**Animator. Medal of Honor 4, MoH:Pacific Assault - 5/2004-1/2005**

- Animation of NPC locomotion, transitions, scripted performance, combat states and hit/death animations on MoH4.
- Creation of FPS arm/weapon animations.
- Recruited twice to assist the MoH:PA team in creating/polishing cinematic performances for ingame cutscenes.
- R&D for next-gen rig features including kneel helper, lock elbow helper, and reverse global spine. Beta-testing new rig versions and features.

Artifact Entertainment, Mesa, AZ

**World Object Modeler - 12/2000-1/2001,**

**Character Modeler/Animator - 2/2001-5/2002,**

**Assistant Art Director/Character Lead - 6/2002-1/2004**

- Hired on as the Object Modeler for the Horizons MMO, later earned a place on the character team and finally the title of Assistant Art Director.
- Player Character/Monster Modeling, UVs, Texturing, Rigging, and Animation.
- Design and implementation of a motion transfer system to enable 3 artists to quickly propagate 300 animations to diverse skeletons with minimal cleanup.
- Creation of hundreds of meshes, morph targets, and LODs able to share in-game equipment and texture assets.
- Creation of Quake3 style shaders using multipass blending and DX8 multitexture operations.

**Skills**

- 14+ Years Maya experience (v2.5-2012): Modeling, Rigging, Animation, UVs, Bitmap/Procedural Texturing and MEL/python scripting.
- 17+ Years Photoshop experience: Photo Manipulation, Hand-Painted and Photo-Sourced texturing.
- 12+ Years 3ds Max experience (v2.0-2010): Low Poly Animation, Modeling, UVs Texturing and Rigging.
- 4+ Years Python tool development within Maya.
- 2+ Years XSI/Softimage: Rigging, Animation, Modeling, Jscript Tools.

**Education**

**Associates and Bachelor of Arts Degrees - 1997-2000**

University of Advancing Computer Technology Tempe, AZ

- Focus: Digital Animation Production