

CHRISTOPHER MILLS

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WORK EXPERIENCE

- 3D Artist** Czarowski Display Service – Portland, ME 2015–2017
Provided modeling, materials, animation, lighting, rendering, and compositing for a wide range of projects in the visualization industry, including trade shows, architecture, and small business.
- Assembly TD** Blue Sky Studios – Greenwich, CT 2012–2013
Set-dressed CG environments in Maya for feature films, rendered and troubleshot set dressing using command-line Linux/MEL/Python/CharStudio pipeline. Wrote extensive wiki documentation.
- Layout TD** Weta Digital – Wellington, NZ 2008–2009
Set-dressed CG environments in Maya for the film, *Avatar*. Organized department's MEL/Python scripts in Maya as shelf buttons/menus. Wrote extensive wiki departmental documentation.
- Animation Layout TD** Rhythm & Hues Studios – El Segundo, CA 2005–08, 2010–11
Supervised animation layout team for feature films and commercials. Setup shots, provided animation support, set-dressed CG environments, and wrote extensive documentation and scripts.
- Matchmover** Rhythm & Hues Studios – Los Angeles, CA 2003–2005
Matchmoved cameras, props, and actors for feature films using manual and automated techniques.
- Animator** ColSpace – New York, NY 2012
Animated and storyboarded explanatory web videos in Flash.
- CG Tutor** Wyzant Tutoring – online 2014–2015, 2018
Tutored students in Maya, 3ds Max, V-Ray, and drawing.
- Studio Assistant** Boaz Vaadia Studio – Brooklyn, NY 2014–2015
Created 3D models of maquettes using photogrammetry, produced 2D slices for print, drafted plans in SketchUp, designed book layouts with InDesign, and maintained website using HTML and CSS.

EDUCATION

- University of California Los Angeles** 2010
M.F.A. in Film and Television. Animation Program.
- Bowdoin College** 1995
B.A. in Physics, minor in Studio Art. Cum Laude, James Bowdoin Scholar, William H. Moody Prize.
- Harvard University** 1995
Graduate School of Design, summer program in architecture.

SOFTWARE SKILLS

Maya, 3ds Max, V-Ray, ZBrush, After Effects, Photoshop, Premiere, Flash, Illustrator, InDesign, PhotoScan, SketchUp, HTML, CSS, MEL, Ruby, Deadline, Wiki