Fitchburg State University — Game Design, B.S., Cum Laude

Christopher Greely

Portfolio: chrisgreely.godaddysites.com

GAME EXPERIENCE

Germinate — Level Designer, 3D Environment Artist, VFX Artist

- Designed, greyboxed, and decorated three vegetated levels, which lead seamlessly into each other while featuring distinct lighting and set dressing, with each introducing new gameplay mechanics and expanding upon those learned in previous levels
- Addressed feedback from Rockstar New England that levels looked too boxy and polygonal by further subdividing and tesselating geometry in all four levels
- Addressed feedback from Rockstar New England to add more visual effects by creating environmental particle effects, such as falling leaves, mushroom spores, and an animated water splash, as well as additional light sources
- Used Trello to log issues and provide feedback to other team members with a low/medium/high priority system, providing details on where the issue occurs and how to replicate the issue

Oxalis — Lead 3D Artist

- Responsible for modeling and texturing the game's various stylized environment assets, including alien plants, a dome-shaped living space for the player, interior farming props, a spaceship, and a tilable terrain texture
- Improved quality of models with height and normal maps, responding to feedback that they lacked detail
- Featured in Fitchburg State University's annual Visions showcase

WORK EXPERIENCE

Lego Store, Braintree MA — Brick Specialist	September 2022 – Present
Whole Foods, Weymouth MA — Amazon Shopper	May - August 2021
IKEA, Stoughton MA — Retail Warehouse Associate	July - August 2019
Amazon, Stoughton MA — Sortation Associate	June – August 2018

TECHNICAL SKILLS

EDUCATION

- Photoshop
- Substance Painter
- Microsoft Office
- Paint net
- Unreal
- Google Tools
- 3DS Max

• Unity

• Github

- Creation Engine
 - Trello
- Blender Audacity

Maya

January - May 2022

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- January May 2021