



CHRIS DRYSDALE

Objective

My primary objective is to communicate unique and compelling new visual concepts as part of a dedicated and creative team.

Skills

- Digital and marker design sketching /iterative concept development.
- Basic 3D modeling /texturing.
- Visual presentation/ constructive critique.
- Effective individually or within a team.

Programs

- Microsoft Word/ Powerpoint
- Adobe Photoshop CS3
- 3D Studio Max 8

Prof. Experience

Jan2009-present Golden, British Columbia

Freelance Artist

- Successfully delivered 20+ pitch concept illustrations for several projects for Novalogic and Double Helix, on short deadlines.
- Contributed vehicle concept art to a volunteer community sci-fi film project currently under way at FXHome.com
- Mar-May 2011: Created environment, creature, and prop designs in a complete style reboot of Wayforward Technologies' "Centipede: Infestation".

March 2008-Jan2009 Left Field Productions Ventura, California

Concept Artist

- Created storyboards, logotypes, production concept art, and presentation artwork in a diversity of styles for one shipped title and one unreleased project, as well as 9 unique pitch projects.
- Created unique character, environment, vehicle, and prop concept art.
- Successfully worked with art director and other artists to establish and develop distinct visual styles.

October 2007-Jan 2008 Dwayne Vance/www.FutureElements.net

Freelance Artist

- Provided creative initial thumbnail and development sketches for a range of products from toys to luggage; successfully met short deadlines.

June 2006-August 2006 3D Interactive Edmonton, Alberta
Freelance Artist

- Carefully rigged and tested fully controllable simulated construction vehicles (i.e., excavator) in the Unreal 2004 engine. Provided programmers with critical feedback and suggestions for each new iteration of code development.

Education

Sept 2002-June, 2007 University of Alberta Edmonton, Alberta
Bachelor of Design (Industrial Design)

- Demonstrated commitment to academic achievement; 3.7/4 GPA.
- Created innovative product design solutions by applying knowledge of trend analysis/ pleasure-based design, anthropometrics, user-centered design principles, and manufacturing processes.
- Developed strong inter-disciplinary communication skills through teamwork with medical, marketing, and computer science students.

References

Available upon request.

Other Interests

Gaming, hiking, cycling, sketching, photography.