

CHRISTIAN WHELAN

• LEAD ARTIST •



TLDR - "A multi-skilled, hardworking 3D / 2D artist with over 8 years industry experience working on mobile and VR projects."



With almost a **decade's worth of industry experience** in 3D digital art and entertainment, I am a multi-skilled, hardworking 3D artist with a passion and **specialisation in XR development and gaming**. I am passionate about using my comprehensive skillset and knowledge to deliver stunning game ready environments and assets, as well as to mentor and direct a team to deliver exceptional work across a wide range of platforms, genres, and art styles.

After **graduating in Games Design**, I have spent the last 7 years specialising in AR and VR, **working on original IPs**. This enabled me to quickly excel, gaining me an exceptional **understanding of art asset creation for both realistic and stylised work**, as well as **engine implementation and optimisation** across multiple platforms. This directed me towards leading teams with some of the best talent in the industry, though pre-production up until release through **trailblazing art styles, written and visual feedback, agile planning, and a consistent enthusiasm** towards the teams I mentor and the work we create.

■ PROFESSIONAL EXPERIENCE ■



LEAD ARTIST

MARCH 2022 - Present

My role as a Lead Artist at Puddle Kraken Games is to mentor and **lead a team of 9 artists internationally** to produce environments, props, animations, shaders, particles and marketing for original VR IPs.

My primary role in our flagship title was to **create and implement stylised 3D assets**, environments, animations, and lighting in mobile VR environments for over **32 uniquely themed stages**. I was **responsible for the thematic premise and art direction of each stage** and guided each through from conception to completion.

Alongside contributing to the titles we worked on, I was responsible for **planning and managing the art teams workload** through major milestone deliveries and provided daily direction through text and visuals to ensure the art was consistent and to the AAA standard we strived to achieve.



Mesmerise

SENIOR ARTIST MARCH 2010 - NOVEMBER 2020

LEAD ARTIST

DECEMBER 2020 - MARCH 2022

My role at Mesmerise is to **mentor and work alongside a team** of 8 artists to produce large scale environments and props for VR solutions, products and games.

Other primary responsibilities include **planning agile and waterfall sprints, ensuring consistent delivery** towards milestone deadlines. **Establishing technical and aesthetic guidelines / pipelines** in collaboration with other departments.



3D ART GENERALIST

SEPTEMBER 2016 - DECEMBER 2020

My role involved working with programmers, artists and designers to create **realistic assets and environments for use in multiple VR (Rift and Vive) and AR projects**. I was also tasked with producing **lighting, promotional material, taking part in design discussions and testing**.

Additionally, I **mentored other members** of a small art team in software and art creation to ensure a consistent art direction.



JUNIOR ARTIST

JUNE 2015 - JULY 2016

At 360 Studios, I experienced **all elements of mobile game / art production**. I took on many roles, contributing towards the games artwork and marketing.

My roles included modelling and hand painting textures for environments characters. I also worked on the promotional material and **produced pitch documents / artwork for projects**.

■ ARTISTIC / PROFESSIONAL SKILLS ■

In my **8 years**, I have acquired a variety of skills, adopting industry standard workflows and pipelines within **3D graphics packages / engines** to create high quality artwork.

- 3D Studio Max
- Substance Designer
- Simplygon
- Hard Surface Modelling
- Stylised Textures
- Adobe Photoshop
- Unity 3D
- PBR Workflow
- ZBrush
- Virtual Reality
- Substance Painter
- Unreal Engine
- Modular Environments
- Source Control
- Agile Workflow

■ EDUCATION ■

IT PRACTITIONER
WIGAN AND LEIGH COLLEGE
GRADE: **TRIPLE DISTINCTION***

GAMES DESIGN
FUTUREWORKS: SCHOOL OF MEDIA
GRADE: **1:1 (Hons)**

GAMES DESIGNER
TRAIN2GAME (DIP)
GRADE: **DISTINCTION***

FEEL FREE TO GET IN CONTACT WITH ME!



07549025872



christian_whehan@hotmail.co.uk



<https://www.christianwhehan.uk/>