

Christopher Green

SENIOR ENVIRONMENT/TECH ARTIST

greenchristopher.com | green.christoph@gmail.com | 415.250.0185 | Denver, CO

SUMMARY

Seasoned game artist with 15+ years of experience in creation of 3D models, pipelines and tools development. US Citizen. Remote work preferred. Enjoy time with my family and blacksmithing.

- 17 years of environment and tech art experience in Unreal (Unreal Engine 5 - Unreal 2.5) for PC and consoles
 - Diverse skill set including environment design, coordinating external artists, developing pipelines and authoring artist friendly tools.
 - 8 shipped commercial titles, 5 titles developed in Unreal
-

SKILLS

- Excel at composing richly detailed environments that tell a compelling story while staying gameplay friendly.
 - Enjoy creating and managing artistic pipelines from tool creation, to creating materials and blueprints in engine to achieve a cohesive vision.
 - Proficient in a wide range of softwares and techniques such as Unreal, Blender, Houdini, Substance Suite, and Photogrammetry.
-

WORK EXPERIENCE

QUESTION GAMES

JUNE 2016 – MARCH 2026

SENIOR ENVIRONMENT/TECH ARTIST, The Killing Stone (UE5)

-2026-

- Environment layout and asset modeling for manor and surrounding landscape, creating a rich narrative focused space for the story to unfold.
- Concept and modelling for the game board assets, making a time period authentic and UX friendly playspace.
- Authored stylized texturing process and tools, used for everything from demons to table forks.
- Developed shaders for use in the environment, characters, and UI. Globally used parent materials as well as specialized materials for eyes as well as dynamic decay/wetness/frost used throughout the environment.
- Created editor blueprint tools, such as dynamic decorators that adapt to game progression and batch asset editor tasks for consistency and saving artist time.
- Art Lead under our Art Director Stephen Alexander, helping to coordinate the art team and facilitate communication and problem solving across teams.

SENIOR ENVIRONMENT/TECH ARTIST, South Park: Snow Day! (UE5)

-2024-

- Environment layout for all levels of Snow Day. Worked to solve encounter based flow and lighting scenario implementation for fun and varied reuse of maps across the game.
- Modeling work of iconic locations and show elements like South Park Elementary, the bus and the one tree, adapting the flexible scale of the show to plausible 3d models. Coordinated and managed outsourcing for many props.
- Authored stylized texturing and snow texture application process, allowing artists to adapt South Park aesthetic goals to realtime 3D.
- Created lighting tool to spawn lights from mesh sockets, reducing maintenance and lighting scenario upkeep.
- Modular weaponry for randomization with predictable standards for consistent animation, making the loot system possible.
- Damage effects work for loot and environment, enhancing player combat feel with satisfying kinetic wobbles.

ENVIRONMENT/TECH ARTIST, The Blackout Club (UE4) -2019-

- Environment layout and modeling work across the entirety of Redacre; particularly the daycare, maze contraptions, and the Place Between.
- Concepting and modeling the majority of player tools and interactive props; such as the drone, signal relay implements, and curse cyphers.
- Texturing and pipeline development for character customization and DLC, such as creating adaptive stitching for jacket decoration, clothing pattern templates for shop items and player rewards.

CONTRACT ART DIRECTOR

JULY 2013 – JUNE 2016

ART DIRECTOR/PRINCIPAL ARTIST, Endgame Book Trilogy (WebGL/Physical)

-2016-

- Creation of puzzles from concepting to WebGL and other web implementations. Involved adapting raw puzzle ideas to historically appropriate technological concepts.
- Design and production of art for digital and traditional media, such as a realtime digital model to track player progress and illustrations to be printed inside the novel.

ART DIRECTOR, Project Resurgence (UE4)

-2015-

- Art Direction and coordination of a team of 30 part time artists.
- Environment layout and world building.

2K MARIN / FIRAXIS

MAR 2009 – JULY 2013

ENVIRONMENT/TECH ARTIST, The Bureau: XCOM Declassified (UE4)

-2013-

- Environment layout with In house and outsourcing management for 3D assets.
- Creation and management of master materials for most assets.
- Visual R&D for alien aesthetics as well as implementation of new technology working with engineers such as the use of Enlighten GI.

ENVIRONMENT ARTIST, Bioshock 2 (UE3)

-2010-

- Modeling environmental props, creation of set dressing swatches, environment decoration for various levels.

EDUCATION

BELOIT COLLEGE

Bachelor of Fine Arts in Painting

- Graduated Cum Laude
- Minor in East Asian Studies