

# Christian Peck

Texture Painter | Look Dev Artist

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Canada

## SOFTWARE KNOWLEDGE

-MARI	-V-Ray	-Nuke
-Photoshop	-ZBrush	-UV Layout
-Maya	-Mudbox	-3DS Max

## WORK EXPERIENCE

August 2016 – Present                      Texture Painter at Digital Domain 3.0  
Vancouver, BC, Canada

- Spiderman: Homecoming (2017)
- The Fate of the Furious (2017)

September 2015 – July 2016              Generalist at Scanline VFX  
Vancouver, BC, Canada

- Power Rangers (2017)
- The Promise (2017)
- Independence Day: Resurgence (2016)

June 2015 – September 2015              Jr. Generalist at Scanline VFX  
Vancouver, BC, Canada

- Miss Peregrine's Home for Peculiar Children (2016)

February 2013 – May 2014                  Assisted Lab TA at Brookdale Community College, Comp. Sci. Department  
Lincroft, NJ, United States of America

June 2011 – August 2011                    Intern Programmer at Integress  
Philadelphia, PA, United States of America

## PUBLICATIONS and AWARDS

2015    How to make a photo-realistic Nail Gun – CG Student Awards Magazine  
<http://www.cgstudentawards.com/magazine/entry/making-of-a-nailgun>

2015    3D Total Interview  
<http://www.3dtotal.com/interview/703-christian-peck-3d-generalist-interview-by-3dtotal-staff-peck#.VmWINrgrluU>

2015 3D Total Excellence Award

2015 Polycount Recap: September

## **EDUCATION**

2014-2015 Computer Animation, Visual Effects and Game Design Program  
Think Tank Training Centre, North Vancouver, BC, Canada

## **REFERENCES**

Justin Holt - Texture Supervisor, Sony Imageworks - [justinholt@gmail.com](mailto:justinholt@gmail.com)

Trevor Wide – Asset Supervisor, Digital Domain 3.0 – [twide@d2.com](mailto:twide@d2.com)

Matt Novak – Senior 3D Generalist, Scanline VFX - [2novakm@gmail.com](mailto:2novakm@gmail.com)