

Christopher Alan Petherick



Senior Gameplay Animator – Versatile artist with experience in all aspects of video game art creation, with an emphasis on animation. Creates quality art quickly for projects with tight deadlines. Interested in expanding skills outside of animation discipline and building knowledge in game development.

- Over a decade of professional experience in the games industry
- Creative troubleshooter able to quickly diagnose issues and provide practical solutions
- Effective communication with the willingness to accept direction and provide guidance to co-workers; performs well in both small and large teams
- Ability to adapt to new technologies and pipelines quickly
- Ability to create tools in Maya to speed up, simplify and automate pipelines and user workflows
- Task driven and self-motivated with the ability to work independently or collaboratively with other team members

SKILLS

- Knowledgeable with Unity3D
- Knowledgeable with Autodesk Maya
- Knowledgeable with Python & Mel
- Knowledgeable with Unreal Engine
- Strong grasp of Animation Principles
- Knowledgeable with Spine
- Creative problem solver
- Strong team collaboration skills
- Skilled at Rigging/Skinning Characters
- Skilled with keyframed animation
- Experienced with time constraints
- Experienced with mentoring other artists

PROFESSIONAL EXPERIENCE

Senior Animator – Super Studios Inc., Kirkland, WA

12/2023 – Present

Part of a small, yet passionate team of indie developers that were tasked with making the next “Epic” Social Deduction game. (Masters of Mayhem) I was tasked with building and maintaining a character and animation pipeline and getting assets into the engine. I built processes and tools around advanced skeleton and setup systems to allow me to iterate and work quickly while fulfilling multiple roles. I established our character’s animation style and worked closely with our engineering team to build animation sets to fulfill their needs. I established and maintained our character rigging system, established asset and skeleton naming conventions and created tools to automate and speed up asset creation. I also created a curve driven facial animation system that allowed all our characters to be driven by a single animation set, regardless of facial rig setup. I worked closely with our team’s character modeler to create visually compelling characters that stayed within the established character guidelines as well as provide modeling feedback and places where we could utilize dynamic joints to add life to the character without requiring additional animation work.

- *Masters of Mayhem PC - 2026*

Senior Animator - Harebrained Schemes, Kirkland, WA

05/2019 – 06/2023

A growing gaming studio owned by Paradox Interactive, tasked with establishing a new IP through animation and technical knowledge. Responsible for animation, character rigging/setup, tools creation and character implementation into Unity. Created studio wide tools in PyMel to speed up rigging as well as exporting assets into the engine. Trained and tutored new team members coming on the project and developed review processes to maintain animation style and quality from outsourced vendors.

- *The Lamplighters League PC & Consoles - 2023*

Senior Animator - SharkBite Games, Issaquah, WA

08/2018 – 03/2019

Small gaming company, tasked with creating mobile apps to attract investors. Responsible for animation, character rigging/setup and implementation into Unity. Created studio tools in PyMel to speed up animation pipeline and assist other artists on the team.

- *BeSwitched Match 3 iOS & Android – 2018*

Contract Character Animator/Rigger - Hidden Pixel Gaming, Bellevue, WA 04/2017 – 07/2017
Small startup company, rapidly prototyping mobile apps to attract investors. Responsible for everything related to animation, from character rigging, setup, animation and implementation into Unity.

Senior Character Animator/Rigger - Glu Mobile, Bellevue, WA 01/2013 – 01/2017
Large mobile application development company specializing in games, intellectual property. Responsible for animation, rigging and mentoring new animators.

- Nicki Minaj: The Empire iOS & Android – 2016
- Britney Spears: American Dream iOS & Android – 2016
- Sniper X iOS & Android – 2015
- Dino Hunter: Deadly Shores iOS & Android – 2014
- Amazing Battle Creature iOS & Android – 2014
- Deer Hunter 2014 iOS & Android – 2013

Character Animator/Rigger - Glu Mobile, Kirkland, WA 08/2011-10/2012
Large mobile application development company specializing in games and intellectual property. Responsible for animation and rigging.

- Samurai Vs. Zombies: Tower Defense 2 iOS & Android - 2013
- My Dragon iOS & Android - 2012
- Tavern Quest iOS & Android - 2011 / 2012
- Samurai Vs. Zombies: Tower Defense iOS & Android - 2011 / 2012

Character Animator/Rigger - Griptonite Games, Kirkland, WA 09/2006 – 08/2011
Handheld and console game development company. Responsible for animation and rigging for a variety of character types on multiple platforms and engines.

- Shinobi 3DS - 2010 / 2011
- Iron Man 2 DS – 2010
- Assassin's Creed II: Discovery DS – 2009
- Madagascar: Escape 2 Africa DS – 2009
- X-Men Origins: Wolverine PSP – 2008
- Spider-Man: Web of Shadows DS – 2008
- Looney Tunes: Cartoon Conductor DS – 2008
- The Simpsons Game DS – 2007
- The Legend of Spyro: The Eternal Night GBA – 2007

EDUCATION

Python for Everybody: 5-Course track at Coursera.org. Taught by Charles Severance, University of Michigan 2018

- **Certification** for Programming for Everybody.
- **Certification** for Python Data Structures.
- **Certification** for Using Python to Access Web Data.
- **Certification** for Using Databases with Python.
- **Certification** for Capstone: Retrieving, Processing, and Visualizing Data with Python Coursera Inc.

Certifications for Excel 2016 and Access 2016 2017
Bellevue College, Bellevue, WA

Bachelor of Arts Degree in Digital Arts with concentration in Computer Animation Henry Cogswell College, Everett, WA 2006