

# CHRIS BROMBY

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A veteran creative with over 20 years of production experience working on top brands and original IP for Film, Interactive, and Themed Attractions

## EXPERIENCE

### Universal Creative | Orlando, FL

*Media Producer*

*Apr 2018 – Dec 2020*

- Partnered with Creative Directors and global production teams on traditional and groundbreaking interactive media across large, themed attractions at Super Nintendo World in Japan.
- Managed four media vendors along with schedules, production deliverables, and negotiated large-budget contracts.
- Produced all AR game media for new interactive technology driven Mario Kart E-Ticket ride.
- Pioneered new media production pipeline using Unity engine to streamline the traditional media render pipeline for increase in approval efficiency and installation time savings.
- Facilitated all music production and orchestral recording sessions for the park and supervised on-site recording of celebrity voice talent.

### Particle City | Orlando, FL

*Art Director*

*Oct 2015 - Mar 2018*

- Established the art style as Vision Keeper for a top rated Free-to-play mobile game based on the Titanfall Universe which reached #1 in the Apple App store and was chosen as Editor's Choice.
- Developed the look and feel of a new Titanfall mobile brand from concept to completion while leading cross country studio art team.
- Generated assets including, Concept art, UI/UX, 3D models, and all Live Operations brand marketing promotional materials.
- Hired art staff, led internal creative, and supervised all brand collateral for trailers with stakeholders and publisher marketing teams to make product launch a success.

### n-Space, Inc | Orlando, FL

*Studio Art Director*

*Apr 2009 - Oct 2015*

- Responsible for the look, feel and quality of multiple brand licenses and IP from major Publishing partners on XBOX360, Nintendo Wii, 3DS, PC Steam, and Mobile OS Platforms.

- Partnered with executives and influenced creative pitch documents, prototypes, and trailers.
- Led the art team goals, art production pipelines, outsourcing partner requirements and deliverables, art feedback, and marketing key art across multiple projects within the studio.
- Guided the visual style and communicated with Disney Interactive and Movie Franchise stakeholders to develop the brand for the Wii platform version of TRON.
- Helped create and launch a new IP in the Dungeons & Dragons universe which reached #1 on "Top Selling" Steam charts.
- Created detailed visual style guides and mood boards, environment & character concepts, UI/UX, story locations, and cinematic moments in game.
- Introduced best practices in art process, and guidance for junior artists.

**Lead Technical Artist***May 2008 - Mar 2009*

- Led the technical art direction and supported designers and content team in setup of game assets on a proprietary multi-platform game engine.
- Originated the game style guide and art technical documentation that helped our studio secure the game development contract for the product.
- Managed five technical artists on a Wii, 360, and PS3 title and guided shader material look-development for a new game engine.
- Instituted the V-Ray lighting process environment artists used for rendering realistic lighting to improve the visual quality of the game.
- Collaborated with the engineering team to research and implement new rendering techniques, shader development, and multi-platform asset pipeline.

**Senior Lead Artist***Jan 2007 - Feb 2008*

- Modeled and textured environments, characters, props, user interface, and led technical setup on in game assets including interactive dynamic objects and materials.
- Mentored junior artists, wrote process documentation, training, and generated art standards for the team.
- Strengthened the studio art team with deep technical knowledge of next generation art creation and asset management techniques.

**Electronic Arts (EA) | Orlando, FL****Character Modeler***Sept 2004 – Jan 2007*

- Sculpted the character likeness NFL Players and College athletes using Maya, ZBrush, and proprietary tools for Madden and NCAA games.
- Created textures, lighting, and rigging for all assets. Validated material setup and integration into game testbeds.
- Developed the 3D environments for NCAA 06 and modeled pre-production environments for NFL Head Coach story reels.
- Refined the character creation processes in product pre-production and was nominated for "Innovator" award in annual company recognition.

**Chris Bromby Design | Orlando, FL****Business Owner***Nov 2004 – Oct 2014*

- Designed 3D models for various top selling brand licensing and Consumer Products.

- Modeled and rendered show set 3D geometry for WDW Tomorrowland stage props which facilitated the construction of the park stage show.
- Conceptualized company logos, T-Shirt designs, Motion Graphics, Video Editing and Filming for multiple clients and projects.
- Illustrated show concept for the Daytona 500 Nextel Pre-Race shows which aired on National Broadcast Television.
- Created 2D Animation for "Stitch's Great Escape" Attraction at WDW.

## **Walt Disney Animation Studios | Lake Buena Vista, FL**

*Visual Effects Animator*

*Apr 2000 – Mar 2004*

- Performed key Clean-up, breakdown, and in-between visual effects animation for traditional animated features and short films.
- Organized large multiple shot scenes and tested animation shots for director approvals.

## **EDUCATION & AWARDS**

### **University of Central Florida**

*Bachelor of Fine Art Degree, Art/Animation*

*Aug 1997 - May 2000*

Orlando, FL

### **Edison Community College**

*Associate in Art Degree*

*Aug 1995 - May 1997*

Fort Myers, FL

### **US Animation Art Envoy**

*US Department of State Aug 2012*

Thailand

- Awarded as an US Ambassador in Art by the US State Department and US Thai Embassy.
- Traveled through Thailand for 10 days and spoke to university students and media professionals about careers in the animation and interactive entertainment fields.

## **SKILLS & SPECIALIZATION**

- Self-Starter, Creative Brainstorming, Art direction, Mentoring, Leadership, Cross Functional Communication, Product Development, Scheduling, Design Documentation, Contract Management, Localization, Quick Learner, Technical Problem-solving, Art Pipeline Setup, Concept Art, Character Design, Paint-overs, Style Guides, Marketing Art, 3D Rendering, Modeling, Texturing, Material shaders, Lighting, Visual design, Typography, Logo Design, Branding, UI / UX Design, Storytelling, 2D / 3D Animation, Visual Effects, Mobile Apps, Game Development, AR / VR Experiences, Mixed Reality

## **SOFTWARE**

- Adobe Creative Suite, Premiere Photoshop, InDesign, Illustrator, After Effects, Animate, 3D Studio Max, Maya, ZBrush, Mudbox, SketchUp, Subversion, Perforce, Jira, Confluence, Asana

- Mac OS X, Windows 10/XP, Unity 3D, Unreal Engine, iOS Dev Kit, Android SDK, Apple ARkit, Oculus SDK

## **INTERESTS**

- New technology, Learning, Video games, Animated films, Comic books, Outdoor adventuring, Kayaking, Rock climbing, Cooking, Creating awesome Halloween costumes

## **PROJECTS**

- Super Nintendo World - Attractions (USJ)
- Titanfall: Assault (iOS/Android)
- Sword Coast Legends (Steam PC)
- WWE 2K Mobile (iOS/Android)
- Skylanders – Swapforce (Nintendo 3DS)
- Star Trek: The Game (XBOX 360)
- Skylanders – Giants (Nintendo 3DS)
- Jillian Michaels Fitness Adventure (360 Kinect)
- Heroes of Ruin (Nintendo 3DS)
- Disney TRON: Evolution – Battle Grids (Wii)
- Disney's Hannah Montana: The Movie (Wii, 360, PS3)
- Winter 2.0 (Unreleased - Wii)
- Carnival King (Wii)
- Target Toss Pro: Bags (Wii)
- Marvel Ultimate Alliance 2 (Wii)
- Madden 2007 (PS3)
- NCAA 2007 (Xbox360)
- NFL Head Coach (PS2, Xbox, PC)
- Madden 2006 (Xbox360)
- NCAA 2006 (PS2, Xbox)
- Stitch's Great Escape! Attraction (WDW)
- Walt Disney's Brother Bear
- Walt Disney's Lilo & Stitch
- My Peoples (Canceled)
- Lilo & Stitch - Commercials
- Pocahontas - Special Edition DVD
- Little Match Girl (Fantasia Continued)

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