christian COPPOLETTI

TECHNICAL ARTIST

PROFESSIONAL EXPERIENCE

(Feb 2023 – Present)   **Senior Technical Artist** at Realize [realize.design]

- Built AI interior design app #2 in Lifestyle category on the App Store with 700k+ users.
- Maintained metadata for over 400k unique SKUs across 83 different retailers.
- Implemented Stripe checkout and payment server using Python API hosted on AWS.
- Designed AI-based floor-planning tools for easy room design.

(May 2020 – Feb 2023)   **Lead Technical Artist** at Realize [realize.design]

- Created proof of concepts, assets and technical art for AR interior design iOS app.
- Started asset pipeline with assets from 83 retailers including IKEA, Wayfair, and Target.
- Produced cloud-hosted real-time Unity furniture assets with PBR shaders and textures.
- Managed team of remote modeling contractors to produce over 5,000 3D assets.

(May 2019 – Dec 2021)   **Technical Artist & Consultant** at LF Studios [lfstudios.com]

- Wrote ZBrush and Maya scripts for specialized industrial design applications.
- Implemented new conversion techniques exchanging solid and mesh data.
- Facilitated new remote work tech and VPN for company during lock-downs.
- Overhauled company-wide IT security. Created server with Solidworks PDM.

(Jan 2018 – May 2019)   **Digital Sculptor** at LF Studios [lfstudios.com]

- Worked directly with clients from Disney, Fox, Universal, Europapark and Dollywood.
- Responsible for animating large-scale animatronics and statues of iconic characters.
- Collaborated with Imagineers and Roush to develop animatronic shell surfaces.

(May 2017 – July 2017)   **Technology Coordinator and Instructor** at iD Tech [idtech.com]

- Bug fixed and consulted on several different projects at once.
- Gave crash-courses on 3D modeling and game development using Unreal Engine 4.

(May 2016 – May 2017)   **Lead 3D Artist** on Brukel Game [brukelgame.com]

- Trained six artists in Physically Based Rendering workflow and best practices.
- Organized sprints and set milestone requirements for artists according to ability.
- Produced WW2-era props and characters for a historical horror game in UE4.

(May 2015 – Jan 2016)   **Front End Developer** at Lampros Labs Startup [lamproslabs.com]

- Drafted web wire-frames, user flow diagrams, cost estimates and mockups for clients.

(May 2015 – Sep 2015)   **Lead Character Artist** at Graphic Creative Startup

- Created small character art pipeline from ground up with little direction.
- Led photo shoots and research for photo-realistic female character model.

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PROFESSIONAL EXPERIENCE (Cont.)

(2009 – present)   **Freelance Illustrator, Digital Designer**
- Developed AR/VR assets and apps for clients including General Electric.
- 3D models and illustrates for various clients including Cambridge University Press.
- Active in local indie game development scene in Cincinnati (IGDA).

EDUCATION

Miami University (Ohio) Bachelor of Arts in Interactive Media Studies, Minor: Computer Science

- Graduated Summa Cum Laude with 3.9 GPA

THU Workshop 2015

SKILLS

Mentor - Years of experience teaching coworkers, releasing tutorials and contributing to open source software.

3D Design - Masterful with ZBrush, Rhino, Maya, and Blender- focusing on characters and hard-surface.

2D Design - Adept with Photoshop, Illustrator, InDesign. Paints and illustrates for freelance projects.

Game Art, Design, & Code - Attends game jams; works with Unreal and Unity game engines.

Object-Oriented + Back-End Programming - Writes applications predominantly in C#, Python and Java.

Web & Interactive Design - Uses JavaScript/jQuery, SCSS, HTML, MongoDB, Jekyll, Meteor, Hugo and PHP.

RECOGNITION & AWARDS

2021 Themed Entertainment Association Outstanding Achievement - The Secret Life of Pets: Off the Leash!

2020 Themed Entertainment Association Outstanding Achievement - Mickey & Minnie's Runaway Railway

2019 Themed Entertainment Association Outstanding Achievement - Hagrid's Motorbike Adventure

2019 Smithsonian Arcade Official Selection - Brukel

2019 Games for Good International Serious Play Award Gold Medal - Brukel

2018 Meaningful Play Best Digital Game Runner Up – Brukel

Miami University's Excellence in Games & Outstanding Games Senior - Technical Achievement Grad Awards

Miami University's Dean and President's Lists & Miami Creative Arts Scholar

Finalist at E3 Social Game Jam 2016 hosted by the ESA and AARP - Furrow

Best Digital Game at AIMS Games Festival 2015 - GRAViTY

Most Polished Game CGDC SPEEDGAME 2014 - C3 by C3

Second Place in Robotics 3D Art Competition hosted by CG Cookie 2013 - Projekt Valour