

Christoph Schoch

www.christophschoch.com

ADDRESS 11 Brunel Crt Toronto, On, M5V 3Y3

PHONE (416) 931-1504 | EMAIL chris.w.schoch@gmail.com

EDUCATIONAL QUALIFICATIONS

Bachelor of Information Technology, Interactive Multimedia and Design

2009-2013

Carleton University, Ottawa, Ontario

Advanced Diploma in Interactive Multimedia and Design

2009-2013

Algonquin College, Ottawa, Ontario

- Graduate, 11.66/12.0 CGPA
- Dean's Honor List, 2010-2013

WORK EXPERIENCE

Guru Studio, Toronto, ON

<http://www.gurustudio.com/>

- Character Modeler for Television

Mar 2016 - present

Triple Dot Games, Toronto ON

<http://triple-dot-games.tumblr.com/>

- Independent game design and development
- Unity developer and artist for mobile games

Apr 2013 - present

Mintah Games, Ottawa, ON (Freelance)

<http://mintah.com/>

- Modeler, Rigger, Voxel Artist

Jan 2016 - present

Arc Productions, Toronto, ON

- Modeler and Rigger for Television

May 2014 - Mar 2016

Cicada Creative, Ottawa, ON (Contract)

<http://www.cicadacreative.com/>

- Flash UI/UX
- Graphic layout for Flash presentations

Jan - Feb 2014

Stratdgi Corp, Ottawa, ON (Contract)

- PHP programmer for baseball management game

Feb - Mar 2014

3D Reconstruction Researcher

Carleton University, Ottawa, Ontario

- Researched camera calibration and 3D reconstruction
- C++ programming

Apr-Aug 2012

PROJECTS

True and the Rainbow Kingdom

- Character modeler

TBD

Ocean Drift

- Voxel Artist

Sep 02 2016

Max Steel

- Season 4 - Character modeler

March 18 2016

Thomas & Friends

- Adventure Begins - modeler
- Legend of the Lost Treasure - modeler
- The Great Race - modeler
- Season 20 - modeler

Mar 3 2015

Jul 17 2015

May 21 2016

Sep 5 2016



TECHNICAL SKILLS

Software Tools:

- Maya
- 3DS Max
- Blender
- Zbrush
- Photoshop
- 3D Coat
- Substance Painter
- Marvelous Designer
- Marmoset Toolbag
- Magica Voxel
- Illustrator
- Dreamweaver
- Indesign
- Flash
- Vicon Blade

Game Engines:

- CryEngine
- UDK
- Unity

Programming:

- C
- C++
- C#
- Python
- Mel
- Javascript
- CSS, HTML, SQL, PHP
- ActionScript 3
- XNA
- XML and SMIL

Operating Systems:

- OS X and Windows

Expertise

- Modeling
- Texturing

Languages

- English
- French