

Chris Roda

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Professional Summary

- Define and own technological vision and roadmap for content authoring
- Strong understanding of game development pipelines and methodologies
- Lead and mentor Technical Artists/Directors
- Proficient with most modern digital content creation packages (Houdini/Maya) and game engines (UE4, Unity)
- Comprehensive understanding of CG Fundamentals
- Strong understanding of Film Visual Effects production pipeline
- Fundamental understanding of Feature Film production pipeline
- Proficient with most modern programming languages(C++/Python)

Work Experience**iMyth****8/2015 to Present****CEO**

- Provide guidance and direction for the production of immersive theme world experiences and attractions

University of Central Florida - Florida Interactive Entertainment Academy**10/2014 to Present****Technical Art Director**

- Responsible for the creation and execution of the Technical Artist curriculum

EA Sports Orlando, Florida**5/2008 to 8/2014****CG Supervisor/Associate CG Supervisor**

- Accountable for the yearly art asset delivery for entire game on time to satisfy Art Direction and meeting budget in memory and performance
- Identified and prioritized development needs both internal to the game team as well as central support teams
- Madden Football (2012 – 2014)
- NCAA Football (2008 – 2012)

Freelance CG Supervisor/Digital Artist**1993 to 2007**

- Accountable for timely art asset delivery for film to satisfy vision established by Visual Effects Direction
- Prototype cutting edge approaches to art content creation using internal or external frameworks

- *3DSite* Topanga, CA 7/05 – 10/07
- *Zoic Studios* Los Angeles, CA 1/05 – 5/05
- *CIS* Los Angeles, CA 9/04 – 12/04

- *Rhythm & Hues* Mar Vista, CA 9/02 – 7/04
- *Sony Imageworks* Culver City, CA 5/01 – 3/02
- *Cinesite* Hollywood, CA 7/00 – 5/01
- *Digital Domain* Venice, CA 6/95 – 7/98
- *Veritel Video* Hollywood, CA 8/95 – 10/95
- *VIFX Video Image* Marina Del Rey, CA 5/95 – 6/95
- *Boss Films* Marina Del Rey, CA 9/93 – 5/95
- *CRSS Visualization Lab.* Houston, TX. 1/93 – 7/93

Detailed Freelance assignment breakdown: [Freelance Break-Down](#)

Freelance Demo Reel: [Freelance Demo Reel](#)

Rocketsled Productions Los Angeles, CA

7/98 to 7/05

Film Producer/VFX Supervisor

- Responsible for the conceptualization, development, production and distribution of multiple independent film projects.
- Responsible for delivering all visual effects for multiple independent film projects.

Education

- **Texas A&M University** 12/1992

Master of Science Computer Science

- **The Ohio State University** 3/1989

Bachelors of Science Computer Science

Additional Information

- Digital Tudors instructor, Boy Scouts Game Design instructor, Marathon Runner