

# Christoph Schoch

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## WORK EXPERIENCE

### Hailstorm Games, Plano, Texas

<http://www.hailstorm-games.com/>

- Character Modeler

Mar 2017 - present

### Guru Studio, Toronto, ON

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

- Character Modeler

Mar 2016 - present

### Triple Dot Games, Toronto ON

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

- Independent game design and development
- 3D Modeler

Apr 2013 - present

### Mintah Games, Ottawa, ON

<http://mintah.com/>

- 3D Modeler, Voxel Artist

Jan 2016 - present

### Arc Productions, Toronto, ON

- 3D Modeler and Rigger

May 2014 - Mar 2016

### Dedalord Games, Buenos Aires, Argentina

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

- Character Modeler

April 2014 - May 2014

### Stratdgi Corp, Ottawa, ON (Contract)

- PHP programmer for baseball management game

Jan - Feb 2014

### Cicada Creative, Ottawa, ON (Contract)

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

- Flash UI/UX
- Graphic layout for Flash presentations

Feb - Mar 2014

## PROJECTS

### True and the Rainbow Kingdom Season 1

- Character modeler

Aug 11 2017

### 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

## EDUCATIONAL QUALIFICATIONS

### Bachelor of Information Technology, Interactive Multimedia and Design

Carleton University, Ottawa, Ontario

### Advanced Diploma in Interactive Multimedia and Design

Algonquin College, Ottawa, Ontario

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

2009-2013

2009-2013



## 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 Engine Experience:

- CryEngine
- UDK
- Unity

### Programming Background:

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

### Languages

- English
- French