

# CHRISTOPHER WINTERS

Art Director with over twenty years experience spanning next generation video game development, triple-A sport franchises, free-to-play social/mobile games, pre-rendered cinematics, fantasy based MMOs, as well as handheld titles for some of the world's top studios and publishers.

I strive to motivate, inspire and empower individuals and teams alike to effectively work towards common goals as we navigate the balance between creative excellence and production realities.

## Lucasfilm / Disney Interactive

SENIOR ART DIRECTOR • February 2014 – Present

I joined Disney Interactive to art direct the RTS mobile title "Star Wars: Commander". From pre-production, to world-wide launch, my involvement helped grow the product in excess of \$100m in lifetime revenue.

My role and responsibilities quickly grew to a studio wide Senior AD position where I expanded my management to oversee concept art, 3D art, rigging, animation, visual effects, UI/UX, and technical art.

While overseeing Commander, I was charged with the art direction of an unannounced Marvel project and to assist with prototyping efforts as we looked to pave a roadmap for future titles. From there, I took an active role art directing a new action shooter product titled "Star Wars: Rivals", which is in geobeta across several international markets and awaiting worldwide launch.

- Proactively created an artist job matrix which provides a framework for artists to become empowered in their own career development, as well as aid less experienced managers with a guide on how they can best mentor and grow their reports.
- Grew in-house staff, recruited triple-A talent, and sourced qualified external partners to accommodate a growing studio.
- Built strong relationship with our franchise partners to bring to market, a titles that were both visually unique and brand authentic.
- Collaborate with our Creative Director and Design department in the creation of new prototypes and internal pitch documentation.
- Co-chaired the first Art Directors summit uniting art directors across all of Disney's Games & Interactive Experiences division with the goal of inspiring Disney magic and to forge a community that shares knowledge and resources. I have continued this effort by opening this format to include the fields of UI/UX and Tech Art across other midcore studios.
- Work closely with the brand marketing teams to provide screenshots, gameplay videos, and art direction for 3rd party vendors for promotional material and ad campaigns.
- Recipient of the studio's annual "Blacksmith" award, given to those that have made a considerable contribution to the studio, as well as the recipient of numerous team awards (Lightsaber, Yavin Medal, and Mjölnir awards) which are given to recognize the achievements and accomplishments of one's peers.

## Stomp Games / Tencent Boston

ART DIRECTOR/MANAGER • March 2011 – June 2013

Directed and managed a team of over 40 artists in a split development environment between Boston and Shanghai. Projects included an unannounced MMORPG and a successfully launched browser based sci-fi ARPG game called Robot Rising.

Robot Rising became one of the first full 3D games on Facebook Arcade and received accolades for impressive gameplay visuals. My responsibilities were to provide visual direction via style guide, visual targets, and effectively manage the art team to ensure the product vision was delivered on time and executed at a high caliber of quality.

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- Performed as an effective leader by working closely with senior members of management, Product Owners, Scrum Masters and various leads to define core visual features against resources, capacity, and budgetary considerations.
- Supported and refined the art pipeline for both internal and external teams resulting in faster iteration and improved quality.
- Collaborated closely with senior stakeholders to address issues pertaining to cross discipline features, and to improve inter-departmental relations.
- Helped resolve personnel and cultural issues across a broad and diverse development team.
- Authored professional career development training plans for discipline leads and direct reports.
- Recruited, mentored, and grew staff artists to produce outstanding work defined in a prioritized backlog of visual features.

## Electronic Arts / EA Sports

**ART DIRECTOR • February 2006 – November 2010**

Provided art direction for NBA Elite 11, NCAA Basketball 09 & 10, NCAA March Madness 08, and Madden NFL 07 Wii. Managed dedicated artists, central groups, and external vendors, partnered with brand such as ESPN and CBS Sports, across the development of multiple triple-A sport franchises in a large-scale studio environment.

- Enhanced the franchise's reputation by making visual decisions that shaped and defined the game.
- Acted as a visual bridge between the various teams, weighing features such as animation, interface design, gameplay, graphics rendering, and core visuals against team resources and capacity considerations.
- Generated a wide array of reference material for the purpose of creating effective visual targets to guide artists, and produced feature targets to visually aid designers in gameplay features.
- Created visual presentations at key development milestones to show the visual direction and progress for executive and peer reviews. The games I worked on were often identified as developing a new "best in breed" visual feature that were adopted by other teams in the sports label.
- Aided in the career growth and mentorship of artists.

## Red Eye Studios

**CREATIVE/ART DIRECTOR AND STUDIO FOUNDER • November 1997 – October 2006**

Produced cinematics (FMV's) for titles including Spider-Man 2, Crash Bandicoot - Tag Team Racing, Twinsanity, Crash Nitro Kart. Work was recognized in CG publications for innovation and excellence.

Generated environmental and character art for handheld games such as Crash Bandicoot N-Tranced, Crash Bandicoot The Huge Adventure, Frogger The Great Quest, and SpongeBob SquarePants - Revenge of the Flying Dutchman. Work done on handheld titles received perfect 10/10 IGN reviews for visuals, which lead to a long standing working relationship with our publishing partners and aided in the continued growth of the studio.

- Co-founded the studio and ran every aspect of the business, growing to a 30 person production studio.
- Intimately involved in every stage of development including contract negotiations, client liaison, focus group meetings, game design, and project direction for both art and programming teams.
- Responsible for hiring and managing on and off-site contractors, delegating tasks to project leads, and the tracking of project deliverables.
- Performed creative solutions to issues ranging from design documentation, script revisions, storyboards, character design/development and level/set design.
- Responsible for timely deliverables of milestone content while often exceeding client quality expectations.