

# CHRIS GOFF

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## Skills and qualifications

- **BA (HONS) ANIMATION PRODUCTION 2.1**
- Software: Photoshop, Maya, Mari, Keyshot, Zbrush, Premier, After Effects and Unity. Windows, Apple and Linux OS.
- Full UK Driver's License.

## Education

- **The Arts University College At Bournemouth**, Oct 04' – Jul 07', 2:1 in BA (HONS) Animation Production
- **The Surrey Institute of Art and Design**, Sep 03' – Jun 04', Diploma in Foundation Studies
- **The Reigate Sixth Form College**, Sep 01' – Jul 03', 3 A-Levels, 1 AS-Level
- **The Beacon School**, Sep 96' - Jul 01', 10 GCSEs

## Career History

**Guerilla Cambridge/ SCEE**, November 14' – present

**Position: Senior Concept Artist.**

- **Senior Concept Artist** working on RIGS for PSVR. Main responsibilities were establishing the look and design of environments. Charged with designing and building structures that don't just look pretty but most importantly work within VR constraints- because of this nearly all concepts were required to be tested in game before handing over to Assets or Environment teams. This meant building the initial pass, lighting and publishing them before sign off. Was trusted to help establish and enforce the art direction throughout the games environmental development from greybox through to final product.
- Due to team size and schedule it was required to create and implement multiple in-game assets, texture sets and mattepaintings.
- Had a hand in some of the UI, HUD and marketing artwork.
- New Concepts, create Key supporting artwork for the visual direction of new projects and pitches.

**FuturLab**, November 12' – October 14'

**Position: Lead Artist.**

- **Lead Artist** on '**Velocity 2X**' (PS4 and VITA) – Devised the games visual aesthetic - its method and execution. Supervised the art team and output throughout development. Oversaw all Visual material throughout every stage of development: *Vis Dev, Preproduction, Production, UI Design, Cutscenes, Branding, Store and Marketing.*
- Artist on Velocity Ultra (PS3, VITA & STEAM) *All In-Game Art assets, Store and Marketing.*
- Additional art assets on 'Surge' and 'Coconut Dodge: Revitalised' (PS VITA)

**Freelance**, September 12' – October 12'

**Position: Concept Artist/ Illustrator.**

- Freelance Artist. Working on PC and IOS games, producing In-game assets, illustrations and concepts for Tower Defence and trading card games.

**Fabrique-d-Image**, Luxembourg, April 11' – July 12'

**Position: Texture Artist and Matte Painter.**

- Texture Artist on '**Percy's Tiger Tales**'. In addition, design and colour refs for the modelling and texturing of the shows assets-sets, vehicles, props etc.
- Texture Artist on **Marvel's "IRONMAN: Armoured Adventures"**, (TV Series). In addition I was the matte painter on the series, charged with producing multiple back drops, stand-alone pieces & 2.5D cam maps.

**King Rollo Films Ltd**, March 10' – March 11'

**Position: Lead Background Artist**

- Produced the backgrounds for the children's animated series "**Poppycat**", as well as 3D vehicles for the show – *modelled and textured*.

**Studio Cheese**, September 09 – Feb 10' – Freelance

**Position: Art Director**

- Art Direction for a company pitch – 'Monster Park' for the BBC.

**King Rollo Films Ltd**, Jan 08' – Mar 09'

**Position: Background Artist**

- Produced the backgrounds for the children's animated series "**Humf**".

**Double Negative**, Oct 07' – Nov 07'

**Position: Runner (holiday cover)**

- Runner at the London VFX house. Holiday Cover.

**DIBULITOON STUDIOS**, Spain, Jan 06' – Apr 06'

**Position: Concept and Character Artist (work experience)**

- Character/Background artist.

#### GAMEOGRAPHY

- RIGS (PSVR)
- Velocity 2X (PSVITA and PS4) –**Numerous PSVITA GOTY awards.**
- Surge (PSVITA).
- Coconut Dodge REVITALISED (PSVITA)
- Velocity Ultra (PSVITA, PS3 and Steam)

#### FILMOGRAPHY

- "Percy and Friends", CGI series, 2012: *Texture Artist.*
- "Iron Man: Armoured Adventures", season 2. CGI series, 2011: *Texture Artist and DMP.*
- "Poppycat", Children's Television series: *Lead Background Artist.*
- "Squish", Oct 09, 2D animated Short: *Background Artist. Winner of the 'PIXAR Award'.* Judged by Pete Docter and Andrew Stanton.
- "Humf", Jan 08 –Feb 09, Children's Television series: *Background Artist.*
- "Kiss Chase in Space", October 2006 – June 2007, Directed by Chris Goff and Chris Nix, CGI Animation – Winner of the **Technical Achievement Award at Animated Exeter** and appeared in **3D World Magazine.**
- "Confessions of a Schoolboy", October 2005 – June 2006, Directed by David Gray and Bjorn Erik-Aschim, 2D traditional Animation, **Winner of The Royal Television Society Southern Region for Best Animation : Animator.**

#### References:

-Tom Jones, Art Director at Guerrilla Cambridge. [tjones333@hotmail.com](mailto:tjones333@hotmail.com) 07896768488

-James Marsden, MD at Futurlab. [james@futurlab.co.uk](mailto:james@futurlab.co.uk) 01273 747 534

