




SONJA CHRISTOPH

 Malmö, 21128, Sweden

 srchristoph@gmail.com

LEAD 3D GENERALIST/ENVIRONMENT ARTIST

WORK EXPERIENCE

LITTLE DEN STUDIOS AB

Nov 2021- Present

Co-Founder & 2D/3D Artist

Clients: Superposition Interactive, Twin Suns Corp., Kefi, Toyink, Imaginism Studios

IMAGINISM STUDIOS/ SCHOOLISM.COM

Sep 2021- Present

Instructor

- Created and teach an 'Introduction to Blender' and a '3D for Illustrations' course
- Regularly provide feedback and answer questions

IO INTERACTIVE

Mar 2020- Oct 2021

Lead & Senior Environment Artist

Hitman 3, H3 - 7 Deadly Sins, H3 - Ambrose Island, H3 - Freelancer

- Led world-building teams on Hitman 3 projects
- Managed project resources effectively to support project
- Enhanced team performance through 1:1 guidance
- Worked with level designers in creating Hitman levels
- Responsible for onboarding and training new team members

MASSIVE ENTERTAINMENT, UBISOFT

Aug 2017- Jan 2020

Senior Level Artist

The Division 2, TD2 Ep2 Pentagon, TD2 Warlords of New York, Unannounced Game Project

- Collaborated closely with level designers for crafting open world and main missions
- Engaged in producing and designing game prototypes and final assets
- Responsible for onboarding and training new team members

ILMXLAB

Nov 2016- Jun 2017

Environment Artist

Millennium Falcon: Smuggler's Run, Darth Vader VR Experience, Carne Y Arena

- Contributed to development of pipeline and processes
- Specialized in advanced Shader and aesthetic development
- Crafted final, game-ready assets and built an engaging, interactive world

INDUSTRIAL LIGHT MAGIC

Aug 2013- Jun 2017

3D Generalist/ Sequence Lead

Dr. Strange, The Ironman Ride Experience, Soarin' Around the World, Mission to Mars, Agent Carter, Tomorrowland, ILM Apprenticeship Program

- Created photorealistic environments for films, TV, theme parks using 3D/2D techniques
- Expert in high/low-poly modeling, texturing, animation, lighting, rendering, matte painting
- Developed HDRI, Photogrammetry assets, and tested new software process development
- Collaborated with outsourcing and assisted Supervisor in managing artists for specific sequences

STARGATE STUDIOS

Jun 2013- July 2013

Matte Painter & Concept Artist

Burn Notice, Dracula, Haven, Dubai - Into the Future

- Generated photorealistic set extension paintings for quality production
- Created engaging concept art to enhance visual appeal of sets

THE MILL

Feb 2013- Apr 2013

Matte Painter

Chevy - Find New Roads, Adidas Climawarm, Stone Forest

- Developed photorealistic set extensions using 2D, 2.5D, and 3D techniques.

RHYTHM & HUES

Nov 2012- Feb 2013

Matte Painter

Into the Storm, The Seventh Son

- Produced photorealistic set extensions using 2D/2.5D techniques
- Developed highly detailed 24K Skydomes for sequences

DIRECTOR'S GUILD OF AMERICA

Aug 2007- Sep 2011

2nd Assistant Director

CSI:NY Insert Unit, ER Seasons 14&15, Cold Case, Baitshop, various commercials etc.

- Supported first director in set management
- Handled communications with cast, crew, and production
- Supervised extras and production staff
- Created and managed production documents and contracts

LINKS

Portfolio:
<https://sonjachristoph.com/>

LinkedIn:
<https://www.linkedin.com/in/scchristoph/>

SKILLS

- Proficient in: Blender, 3ds Max, Z-Brush, V-ray, Corona, Unreal Engine 4&5, Substance Painter, Substance Designer, Gaea, Speedtree, Photoshop, Clip Studio Paint, PT GUI, Reality Capture, Nuke, After Effects, Jira, Perforce, Confluence, Miro

- Proprietary software: Snowdrop, Glacier, Rampage

- Knowledge of: Maya, Clarisse

EDUCATION

CERTIFICATE

Gnomon School of VFX
Los Angeles, 2013

CERTIFICATE

Assistant Director Training Plan
2007

BACHELOR OF COMMUNICATION

University of Miami
Coral Gables, 2003

Motion Picture Production &
Photography

LANGUAGES

- ENGLISH

- GERMAN