



SONJA CHRISTOPH

LEAD/ 2D & 3D ARTIST

Malmö, 21128, Sweden

srchristoph@gmail.com

ABOUT ME

With over 20 years of experience as a seasoned Artist and Lead, including notable tenures at Industrial Light & Magic and ILMxLAB, I am excited to contribute my creative talents and technical knowledge to your team.

I possess proficiency in a wide range of tools, including but not limited to Adobe Creative Suite, Blender, Unreal Engine, and numerous others. My professional journey also encompasses an instructive role at Schoolism. I am driven by a passionate commitment to embrace fresh challenges and eagerly anticipate the chance to contribute to your team's endeavors in crafting exciting new worlds.

LINKS

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

Linkedin:
<https://www.linkedin.com/in/schristoph/>

SKILLS

PROFICIENT IN: 3DS MAX, BLENDER, Z-BRUSH, V-RAY, CORONA, UNREAL ENGINE, 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: CINEMA 4D, MAYA, UNITY, CLARISSE

EDUCATION

CERTIFICATE

Gnomon School of VFX / Los Angeles / 2013

CERTIFICATE

Assistant Director Training Plan / 2007

BACHELOR OF COMMUNICATION

University of Miami / Miami / 2003

Motion Picture Production & Photography

LANGUAGES

DEUTSCH

ENGLISCH

WORK EXPERIENCE

LITTLE DEN STUDIOS AB
Remote
Nov 2021 - Present

Freelance Lead/ 2D & 3D Artist

Twin Suns Corp (Unannounced Game Project), Kefi (Toytropolis - special exhibit project), Toynk (Puzzle Art), Imaginism Studios (Workshops)

IMAGINISM STUDIOS/ SCHOOLISM.COM
Remote
Sep 2021 - Present

Instructor

- Designed and teach 'Introduction to Blender' course
- Regularly record weekly feedback videos

IO INTERACTIVE
Malmö
Mar 2020 - Oct 2021

Lead & Senior Environment Artist

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

- Led world-building teams in 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
Malmö
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
San Francisco
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
San Francisco
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
- Managed outsourcing and assisted Supervisor in managing artists for specific sequences

STARGATE STUDIOS
Los Angeles
Jun 2013 - Jul 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
Los Angeles
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
Los Angeles
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 usw

- 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