



Christopher Buller

Character Artist

christopherbullerart.com
artstation.com/christopherbuller

About Me

My name is Christopher Buller and I am a 3D character artist from Minnesota. I am a kind and creative person with a passion for all kinds of entertainment media. I love bringing characters to life through sculpting, modeling, and texturing. I am a detail-oriented person and I love making people connect with any character or creature that I create. I have experience working off of concepts as well as coming up with new concepts for characters and creatures. I enjoy being challenged artistically and technically and I am an excellent problem solver. I love learning new things and expanding on my current skills as well as acquiring new ones.

Experience

August 2024 - August 2024

We Are Royale | Remote | Contract

• **3D Modeler** - I was responsible for modeling and sculpting environment assets as well as texturing a few as well.

December 2023 - February 2024

We Are Royale | Remote | Contract

• **3D Artist** - I was responsible for sculpting and modeling clothing and accessories for multiple characters as well as retopologizing and UVing them. I worked with my 3D Lead and Art Director to better fit the vision of the characters for the client.

Contact/Socials

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Reel Link: <https://vimeo.com/753470419>

Education

BFA Digital Production 2022
Gnomon School of Visual Effects, Los Angeles, CA

Summary of Skills

• Sculpting

- Creating believable and detailed characters
- Having and using knowledge of human and creature anatomy
- Developing organic models with an abundance of interest

Modeling

- Using box modeling techniques to create models
- Having a knowledge of many universal modeling techniques
- Retopologizing for low, mid, or high-poly uses

Texturing

- Creating realistic and appealing textures
- Matching art styles and techniques
- Using manual and procedural techniques to work effectively

Software

- Maya
- Blender
- ZBrush
- Substance Painter
- Substance Designer
- Marvelous Designer
- Unreal Engine 4/5
- Marmoset Toolbag
- Photoshop
- After Effects
- Premiere