



objective
skills

experience

awards

education

Christopher Cornejo

Surfacing / Look Development

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To work with a passionate team in the film, game, or television industry while also developing my skills as a surfacer and look development artist.

Mari • Maya • Substance Painter • Arnold • RenderMan • Nuke • Katana • Houdini •
Adobe Photoshop • C • C++ • GLSL

DreamWorks Summer Program: Swept Up

May 2017 - July 2017

Worked with a team of 6 to create a 15 second CG animated film.

Duties: Surfacing, Look Dev, FX, Rendering.

Short Film: Blue Note (Winner: Best Animation at the Reedy Reels Film Festival 2018)

January 2018 - May 2018

Created a 2 minute 3D animated film over the course of 5 months.

Duties: Surfacing, Look Dev, Lighting, Compositing, Rendering.

Clemson Skillz Workshop

March 2019

Taught a class on the basics of texturing assets for films and games using Substance Painter.

Motion Capture Research Assistant

January 2017 - May 2017

Assisted with motion capture research for Clemson's School of Computing.

Duties: Used motion capture data to create animations mapped to a skeleton. Upkeep of system and suit. Gave demos to classes and prospective students.

Short Film: Bait

August 2017 - December 2017

Developed a 15 second animated film in a team of 6.

Duties: Surfacing, Look Dev, Lighting, Compositing, Rendering.

Clemson Digital Production Arts Scholarship • Clemson Rowing Coach's Leadership Award •
Eagle Scout • President's List • Society of Professional Hispanic Engineers

Clemson University / M.F.A. Digital Production Arts

August 2016 - May 2019; Clemson, SC

Thesis: Surfacing and Look Development for an Animated Film using Per-Face Texture Mapping and Procedural Shading

Clemson University / B.A. Computer Science / Minor: Digital Production Arts

August 2011 - May 2016; Clemson, SC

Istituto Lorenzo de' Medici / Intermediate Italian / Florence Sketchbook

May 2015 - July 2015; Florence, Italy