CHRISTOPHER RYAN SULZBACH

PORTFOLIO: WWW.SULZBUNNY.COM
EMAIL: SULZBUNNYINQUIRIES@GMAIL.COM
PHONE: AVAILABLE UPON REQUEST

PROFESSIONAL:

INSOMNIAC GAMES – 2021 – 2024
MANAGER, CHARACTER ART

MARVEL'S WOLVERINE – PS5
   LEAD CHARACTER ARTIST

MARVEL'S SPIDER-MAN 2 – PS5
   MANAGER, CHARACTER ART

ZENIMAX ONLINE STUDIOS – 2019 – 2021
PRINCIPAL CHARACTER ARTIST / LEAD CHARACTER ARTIST

THE ELDER SCROLLS ONLINE: GATES OF OBLIVION
   LEAD CHARACTER ARTIST / PO – NEW ASSETS STRIKE TEAM
    – CREATE PROXIES TO AID RIG DEVELOPMENT FOR
      NEW MONSTERS AND CRITTERS
    – ASSIST IN CONCEPT DESIGN OF CHARACTERS
    – SUPPORT TEAM ACROSS ALL ASPECTS OF CHARACTER
      CREATION AND IMPLEMENTATION

THE ELDER SCROLLS ONLINE: GREYMOOR
   PRINCIPAL CHARACTER ARTIST / PO – NEW ASSETS STRIKE TEAM

FIRAXIS GAMES – 2005 – 2019
ART DIRECTOR / LEAD CHARACTER ARTIST

MARVEL'S MIDNIGHT SUNS – PC, XBOX SERIES S/X, PS5
   SENIOR / LEAD CHARACTER ARTIST

SID MEIER'S CIVILIZATION VI: GATHERING STORM – PC
SENIOR CHARACTER ARTIST

XCOM 2: TACTICAL LEGACY PACK – PC
SENIOR CHARACTER ARTIST

SID MEIER'S CIVILIZATION VI: RISE AND FALL – PC
SENIOR CHARACTER ARTIST

XCOM 2: WAR OF THE CHOSEN – PC, XBOX ONE, PS4
ART DIRECTOR
– DIRECT A TEAM THAT EXECUTES AN APPROPRIATE AND CONSISTENT VISUAL STYLE
– ASSIST IN THE CREATION OF MARKETING MATERIAL FOR THE FRANCHISE
– PROTOTYPE AND MAINTAIN AN AGILE ART WIKI USED BY THE TEAM AS A LIVING ART BIBLE
– SUPPORTED LEADS WITH SOME SYSTEM DESIGN / IMPLEMENTATION AND CONCEPT WORK
– KITBASHED AND LIT MODELS/ANIMATIONS TO CREATE CHOSEN / FACTION / COMMAND VIGNETTES

XCOM 2 – PC, XBOX ONE, PS4
LEAD CHARACTER ARTIST
– PROTOTYPED AND IMPLEMENTED THE PLAYER CHARACTER AND NPC CUSTOMIZATION SYSTEMS
– VISUAL DEVELOPMENT FOR DEPICTING A MULTI-CLASS, MULTI-LEVEL PLAYER CHARACTER SYSTEM
– AIDED IN IMPLEMENTATION AND TRAINING FOR A PHYSICALLY BASED RENDERING PIPELINE

XCOM: ENEMY UNKNOWN / ENEMY WITHIN – PC, XBOX 360, PS3
LEAD CHARACTER ARTIST

SID MEIER'S CIVILIZATION REVOLUTION – XBOX 360, PS3
LEAD CHARACTER ARTIST – LEADERS AND ADVISORS

SID MEIER'S RAILROADS! – PC
SID MEIER'S CIVILIZATION IV – PC
SID MEIER'S PIRATES! – XBOX

INDUSTRY CRED: PORTFOLIO REVIEW PANELIST FOR THE KILLER PORTFOLIO OR PORTFOLIO KILLER TALK – GDC 2011 – 2021
PRESENTED TO GAME DEVELOPMENT NETWORK AT SAVANNAH COLLEGE OF ART AND DESIGN – 2012
SPEAKER AT THE GAME DEVELOPERS CONFERENCE – 2007

EDUCATION: MARYLAND INSTITUTE, COLLEGE OF ART – BFA EXPERIMENTAL ANIMATION – SUMMA CUM LAUDE – 2006

SOFTWARE: MAYA, MAX, SUBSTANCE PAINTER, ZBRUSH, MARVELOUS DESIGNER, PHOTOSHOP, UE, KEYSHOT

REFERENCES: AVAILABLE UPON REQUEST