

# Christopher Slinker

Call: 801-822-3060 · [christopher.slinker@gmail.com](mailto:christopher.slinker@gmail.com) ·  
<https://www.linkedin.com/in/christopher-slinker-7a4659199>

## Portfolio

---

**Online Portfolio:** <https://christopherslinker.weebly.com/technical-art.html>

**Reel:** <https://vimeo.com/manage/videos/883835621>

**Reel Password:** Ink&PaintClub

## Professional Summary

---

Dynamic and skilled Technical and Traditional Artist passionate about creating meaningful and long-lasting entertainment. Enthusiastic about bringing characters to life through the art of modeling, rigging, animation, and illustration, producing experiences that resonate with audiences. With a solid foundation in both artistic creativity and technical proficiency, I am dedicated to the craft of visual storytelling.

## Skills

---

- Maya
- zBrush
- Substance Painter
- Character Rigging
- Attention to Detail
- Modeling
- Leadership
- Creative Problem Solving
- Art and Design
- Illustration
- Python
- Adaptable

## Relevant Experience

---

### Walt Disney Animation Studios

*Character TD Rigging Intern*

**06/2023 - 08/2023**

*Burbank, CA*

- Created character facial rig in a tight deadline.
- Created custom components for rigging pipeline.
- Worked with artists to achieve desired rig capabilities.

### Solo LLC

*QA CAD Designer*

**12/2020 - 05/2023**

*Lehi, UT*

- Created CAD designs for residential solar.
- Created permit packs for solar installation .
- Adapted to jurisdiction requirements for installation.

### Three Heart Gaming

*Creative Director*

**09/2020 - 05/2023**

*Provo, UT*

- Designed artwork and illustrations for a card game.
- Helped make final creative decisions for the company.
- Responsible for crafting designs and templates for the final product.

## Education

---

### Utah Valley University

*Bachelor's Degree: Animation and Game Design, 2024*

*Associate's Degree: University Studies 2024*

*Certificate of Completion: General Studies received in 2021*

### CG Master Academy

*Character Facial Rigging for Production*

**08/2018 - 05/2024**

*Orem, UT*

**10/2022**

*Online*