



www.chrisdebodaart.com
cdeboda@gmail.com

EXPERIENCE

VisDev Artist, SONY PICTURES ANIMATION — Nov 2020-Present

Early visual development with a focus on location design on an upcoming new project.

Background Designer, ROUGH DRAFT STUDIOS INC. — Nov 2019-Oct 2020

Designed backgrounds and props for the animated series "Disenchantment".

Freelance Background Designer, TITMOUSE INC. — Oct 2019

Early visual development for Critical Role's "The Legend of Vox Machina".

Digital Painter, DISNEY PUBLISHING — Dec 2018-Apr 2019

Colored interiors for the Toy Story 4 Storybook Publishing Program.

Concept Artist, BLIZZARD ENTERTAINMENT — June 2013-Feb 2019

Produced environment concept art for the MMO game "World of Warcraft".

Illustrator, THE CREATIVE TALENT NETWORK — Oct 2016 & Apr 2018

Illustrated the official souvenir maps used for the 2016 Creative Talent Network Animation Expo (CTNX) and the 2018 CTN Road Trip/Burbank Arts Festival.

Freelance Character Designer, DISNEY JUNIOR — Jan 2016-June 2016

Provided character design exploration and color design sketches for an unannounced TV animation project.

2D/3D Artist, ROCKSTAR GAMES — Jan 2003-July 2010

Shipped titles include "Midnight Club: L.A." and "Red Dead Redemption".

EDUCATION

Concept Design Academy, Pasadena, CA

Various courses in concept design and visual development.

California State University-Northridge, Northridge, CA

Bachelor of Arts in Art — Animation

SKILLS

Adobe Photoshop, Procreate, Cintiq, iMac, PC, Traditional Media

INTERESTS

Background/Location Design, Background Painting, Prop Design, Visual Development, Character Design.