Chris Unruh
Data Annotator/Lighting Artist

San Jose, CA   (408)802-8099
r.chrisunruh@gmail.com   www.chris-unruh.com

Summary of Qualification

Skills

Technical problem solving, Data annotation and various annotation programs, Communication, 3D Lighting and Rendering, Compositing, Hard Surface Modeling, Texturing, Motion Graphics, Video Editing, Experience with Render Farms

Software

Microsoft Office Suite, various team chat programs, various Data Annotation programs, Autodesk Maya, Nuke, Arnold, Adobe After Effects, Zbrush, Substance Painter, Mudbox, Adobe Photoshop, Python, Perforce, Trello, Smedge Render Farm

Work Experience

Tesla   October 2020 - Present
Data Annotation Specialist
- Visualize and Analyze 3D data pertaining to the autopilot software in Tesla vehicles aiding in further growth of the system to learn through dangerous/urban scenarios
- My main focus is to be extremely detail oriented in finding issues and correcting them. Being observant and having an extensive knowledge of the program is crucial in making the program better and working through problems
- I extensively talk with the team to overcome problems and stay on track. It is very easy to get bottlenecked in this workflow and the most important thing is to be consistent. I strive to avoid these issues by being present to aid others through issues and do not hesitate to ask about scenarios that could be confusing, working to find the right way to handle the issue in the future
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Relevant Experience

Project X - "Miles"   January 2019 - Present
Lighting Artist
- Created the lighting setup and compositing of multiple shots in a studio environment for a short film called "Miles"
- Closely collaborated with other Animators, Modelers, and Lighters to bring life into the film
- Used industry standard software, Perforce Helix P4v, to communicate with team members efficiently

Mediaworks - African Technology Foundation   June - July 2018
Visual Team
- Part of a 2 person visual team collaborating with a 14 person audio team to create an impactful video for our client

Mediaworks - Headsets.com   July - August 2018
Visual Team
- Part of a 2 person visual team collaborating with a 14 person audio team tasked to create a motion graphic video in after effects showcasing a new product
- Blocking character animations
- All visual effects

Education

Cogswell Polytechnical College   August 2015 - Dec 2019
B.A. Digital Art and Animation
Focus: Technical Art