

# Christopher Kohl

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## OBJECTIVE

To obtain a position that will utilize the breadth of my technical knowledge, skills, and training in computers, art, and design.

## TECHNICAL SKILLS

- Autodesk Maya, Adobe Photoshop, Quixel Suite, Unreal Editor 4 (UT3/UDK), Tiberium Wars SDK, Charles Proxy, xNormal, SVN, FTP, GitHub, Adobe Premiere, various RTS map editors, MS Office, JIRA, Mantis, TestTrack Pro
- Hard-surface modeling, unwrapping, texturing, scripting, black/gray box testing, network traffic monitoring, writing

## EDUCATION

The Art Institute of California - San Francisco  
Bachelor of Science - Game Art & Design, June 2010

## EXPERIENCE

### Nexon M

#### *Titanfall: Assault, After the End: Forsaken Destiny*

(January 2017-October 2017)

- QA Tester (Contract)
  - Contracted through TargetCW to review and test mobile titles for consistency and adherence to defined standards and requirements.

### Disney Interactive

#### *The Disney Store, Marvel: Avengers Alliance 2*

(February 2015-August 2016)

- QA Tester (Contract)
  - Contracted through Volt Workforce Solutions to ensure high quality of mobile games and e-commerce apps using the Disney, Star Wars, and Marvel IPs for release on the Apple App Store and Google Play Store.
  - Responsible for ensuring that titles functioned per designed spec and for ensuring that titles met Disney internal quality standards and external standards set by Apple and Google.
  - Monitored network traffic of client/server apps as part of testing process.
  - Wrote and executed comprehensive test plans.
  - Embedded directly with engineers and product managers for collaborative feedback and quick turnaround on design.

### Apple Inc.

(July 2012-January 2014)

#### *Apple Maps (Flyover)*

- 3D Modeler and Cleanup Artist (Contract)
  - Contracted through Global Infotech to assess and enhance real time 3D content for iOS applications including modeling skyscrapers, landmarks, and other architecture.
  - Visually scanned terrain capture data and aerial photography for errors that required masking, adjustment, or repair.
  - Assisted in developing the foundations of processes and workflow pipeline.
  - Directly collaborated with engineers to improve production tools.
  - Wrote extensive training documentation in a wiki format and trained new hires.
  - Wrote simple productivity automation scripts in MELscript.
  - Wrote and executed test cases and test plan for software tool development and deployment.

### Namco Networks America Inc.

(December 2010-March 2012)

#### *Fossil Feast; Puzzle Quest 2; Sky Gamblers; Rocket Fox; Various other titles*

- QA Game Tester (Contract)
  - Contracted through Volt Workforce Solutions to assure that titles meet internal quality standards and external standards set forth by major wireless carriers before being released onto feature phones, smart phones, and tablets.
  - Volt Field Employee of the Month, July 2011.

### Heartwood Studios Inc.

(November 2010-November 2010)

#### *Undisclosed*

- Contract Modeler
  - Modeled and textured military assets for virtual training solutions during a production deadline.