

Christina Barton

(CHRSSABUG)

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Notable Gallery Shows, Published Works, and Appearances

- Gallery Show at Tiny Dodo Gallery
- Published in [Monster's & Dames 2018 Art book](#)
- Published in Bwitch Zine
- Published in Just the Two of Us Vol. 2
- Appearances at Emerald City Comic Con, C2E2, Rose City Comic Con, Sakura-con, Denver Comic Con, and many more.

Experience

- Sr. 2D Game Artist | NoLimit City
 - 2019 - Present
 - Conceptualizes, illustrates, and animates all art and graphics for slot game
 - Creates promotional material for game
- Independent Artist, Character Designer, Illustrator and Business Owner | ChrissaBug
 - 2016 - Present
 - Works as an independent artist creating fantasy and character illustrations, and designs merchandise that are sold online and at conventions
 - Freelance artist with individual clients and small businesses to design characters and paint illustrations
 - Logo Design for small businesses and products
 - Freelance realtime VFX for clients
 - Makes appearances and sells artwork at many events and conventions including: Emerald City Comic Con, Geek Girl Con, Chicago Comic and Entertainment Expo, Sakuracon, and many more
- VFX Artist | ArenaNet
 - 2013 - 2017

Mobile VFX Lead (Unannounced Title)

- Worked with Art Director, Art team, and Design team to determine vfx style, and best ways to communicate skills via vfx
- Concept and Create VFX for mobile project using UNITY
- Paint textures and create procedural materials
- Created support UI VFX

Guild Wars 2 (and expansions) VFX Artist

- Animate effects for the MMO game: "Guild Wars 2" and "Heart of Thorns"
- Created majority of effects for the Heart of Thorns new player profession player skills

- Conceptualize effects
- Animate effects using particles, animated geometry in Maya and Proprietary Software/Engine, and animated materials that match the “painterly” style of Guild Wars 2
- Paint textures and create procedural materials
- VFX Artist (Intern) | Disney Interactive
 - 2013
 - Animate effects for console game: “Disney Infinity”
 - Conceptualize effects
 - Animate effects using particles, animated geometry in Maya, and animated materials that match the “Toy-Like” style of Disney Infinity
- FX Lead | Student Film: “Owned”
 - 2013
 - Supervise VFX team and quality of VFX
 - Conceptualize and Animate 2D visual effects, and 3D visual effects in Houdini that fit the style of the film
- VFX Teaching Assistant | Brigham Young University
 - 2013
 - Helped teach VFX class and helped students create VFX projects
- Effects Animator | Student Films
 - 2012-2013
 - Conceptualize and Animate 3D visual effects in Houdini that fit the style of the film

Education

- Brigham Young University Provo, UT
 - BFA degree in Animation
- Solutions IQ
 - Agile and Scrum Workshop

Technical Proficiency in:

- AutoDesk Maya
- UNITY
- Particle Simulation
- Adobe After Effects
- Adobe Photoshop
- SPINE

- Adobe Animate (Flash)

Basic Understanding In:

- Agile, Scrum, and Kanban
- Procedural Material Creation
- ToonBoom Animate
- Adobe Illustrator