

CHRISTOPHER KENNETH TELLEZ

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A successful art director who has 12 years of increasing responsibilities in developing and creating compelling entertainment for all ages, including concept design, background layout, digital painting, animation, animation direction, motion graphics, 3D modeling, rigging, motion capture, print ads, print media, box art, user interface design, type design, type layout and overall production for the world's largest entertainment company, the United States government and leading consumer product companies.



Expertise includes outstanding skills in game production, visual and oral presentations, classical draftsmanship, composition, design, conceptual thinking, original character, environment and vehicle design, and artistic team development. Game production know-how includes concept, pre-production, production, quality assurance and release to manufacturer. Art direction skills include mentoring, leadership, communication and strategic planning.

EXPERIENCE

The Walt Disney Company, Disney Interactive Studios, Glendale, California

1995-2007

Lead Artist
Senior Artist
Artist

Oversaw art production for Disney Interactive Studios, a \$692 million business unit that publishes and distributes games for all ages. Initially, managed a team of ten in-house artists producing rough background layouts, animation sprites, hand-painted and digitally painted backgrounds, effects, user interface and comps for box art and title designs. In 2001, began working in console game production. Directed and supervised 15 external developers with a total of 220+ artists. Designed artwork for PlayStation 2, Wii, Xbox, Xbox 360, Nintendo DS, Nintendo Game Boy Advance, PSP, VTech, Plug-n-Play and Leapster. Since 1995, art directed more than 125 game titles across all SKUs and all languages, representing 20 million units sold globally. Titles included:



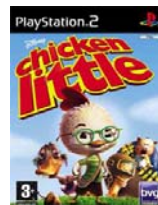
High School Musical
In Production
Wii- PS2 – Nintendo
DS



[Cars](#)
PS2 – PSP- GBA - Wii



[Desperate Housewives](#)
PC Gamer "Action Game
of the Year"



[Chicken Little](#)
PS2 – Nintendo DS



Who Wants To Be A
Millionaire?
PC – PS2



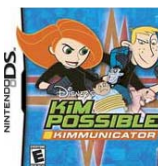
Goofy Skateboarding
PC



[Meteos Disney
Magic](#)
Nintendo DS



Kim Possible 2
Nintendo GBA



[Kim Possible 3](#)
Nintendo DS



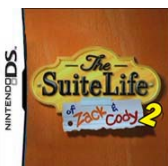
[Lilo & Stitch](#)
Nintendo GBA



[Lilo & Stitch 2](#)
Nintendo GBA



[Herbie Fully Loaded](#)
Nintendo GBA



The Suite Life of
Zack & Cody 2
In Production
Wii – PS2 –
Nintendo DS



[Power Rangers SPD](#)
Nintendo GBA



[Cinderella Magical
Dreams](#)
Nintendo. GBA



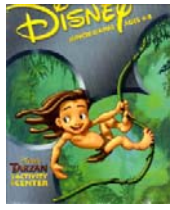
[That's So Raven](#)
Nintendo GBA



Lion King 1 1/2
Nintendo GBA



Aladdin Chess
PC



Tarzan Activity Center
PC



My Disney Kitchen
PC



101 Dalmatians
Animated Storybook



Ariel's Story Studio
PC



Lion King Activity Center
PC



Pocahontas Animated
Storybook PC



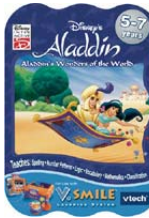
Toy Story
V-Smile - VTech



Nemo
V-Smile - VTech



The Little Mermaid
V-Smile - VTech



Aladdin
V-Smile - VTech



The Lion King
V-Smile - VTech



Mickey Mouse
V-Smile - VTech

ADDITIONAL PROJECTS

Federal Mediation Conciliation Service, Washington, D.C.

2002-2004

Art Director

COOL SCHOOL – Where Peace Rules – Art direction and character design, background layout design and user interface for an interactive website, www.coolschool.gov.

Rocket Studios, Van Nuys, California

2000-2004

Art Director/Illustrator

Designed web graphics and print collateral for a web and print design company, www.rocketstudios.com.

CKT Fine Art • Design, Los Angeles, California

2005-Present

Artist, Large, modern and abstract artwork



EDUCATION

Art Center College of Design, Pasadena, California

Bachelor of Fine Arts, Illustration, 1995

San Diego State University, San Diego, California

Undergraduate Studies in Graphic Design, 1987–1990

Other Courses: 3D animation and character animation from Art Center College of Design and Character Rigging from Gnomon College of Visual Effects

Software: Maya 7.0, Photoshop, Illustrator, Acrobat, After Effects, InDesign, Final Cut Pro, Painter, Premiere, Fontographer, Flash, Quicktime Pro, QuarkXpress, Debabelizer, Microangelo and MS Office