Christine Stevens

Senior 3D Technical Artist — Digital Humans and Character Pipeline

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PROFILE

Technical artist specialising in photorealistic digital humans and the pipelines behind them. Sole technical owner of a MetaHuman-based character pipeline in real-time production in Unreal Engine 5: head integration, body conform, DNA round-trips, scan-to-MetaHuman R&D, and Python and VEX tooling. Previously a CG generalist at The Mill, delivering FX, lookdev, lighting and shader development for EA, HoYoverse and Nuverse. Used to being the person who makes an unproven workflow production-ready.

SKILLS

Digital humans and pipeline: MetaHuman (Creator, MetaHuman for Maya, DNA and RigLogic), FACS scan wrapping, facial and body rigging, body conform, garment skinning, mocap pipeline (Rokoko to Maya to UE5 Control Rig)

Real-time: Unreal Engine 5 (5.6), Blueprints, Control Rig, Live Link, asset and performance optimisation, Unity

Offline and lookdev: Arnold (Maya, Houdini), toon shaders, lighting, render optimisation, Nuke compositing

DCC: Maya, Houdini, ZBrush, Marvelous Designer, Faceform Wrap, Substance 3D Painter and Designer, Mudbox, Blender, Nomad Sculpt, Photoshop

Scripting and tooling: Python (Maya and Unreal), VEX, artist-facing tool development

Production: ftrack, Perforce, GitLab, Git, department build-out and hiring, technical communication to non-technical stakeholders and investors

EXPERIENCE

Senior 3D Technical Artist

Avanti Studios, Stockholm | November 2024 – Present

- Sole technical owner of the MetaHuman-based character pipeline for a live casino product: custom head integration and body-conform systems for 18 photorealistic dealer characters across a range of ethnicities, shipped to real-time production in Unreal Engine 5.
- Designed the dealer roster in MetaHuman Creator at the facial landmark level. Built the three-light portrait setup adopted as the studio default for dealer lookdev and marketing renders in UE5.
- Led R&D on a FACS photogrammetry-to-MetaHuman pipeline for a scanned likeness: proved the DNA round-trip (MetaHuman for Maya to MetaHuman Creator to UE5) on the game's custom skeleton, diagnosed two undocumented silent-failure conditions, and produced the first neutral wrap in Faceform Wrap.
- Built and skinned dealer garments from Marvelous Designer through Maya retopology to UE5 skeletal meshes, across multiple custom body types.
- Built and maintain Python and VEX pipeline tooling: Maya shelf tools (vertex locking, mesh prep) and Houdini tools for vertex reordering, geometry cleanup and head/body assembly into custom avatars. Built a Live Link facial capture setup for in-engine expression preview.
- Founded and led the studio's 3D department (7 specialists) from first hire to full production capability in 8 months: established the Rokoko to Maya to UE5 mocap workflow and Perforce/GitLab asset management, presented technical progress to investors and C-suite, and evaluated vendor tools. Then

moved to a senior IC role by choice to own the character pipeline.
- Use LLMs as a technical partner to build custom Python tools for Houdini and Maya, automate calculation-heavy MetaHuman/DNA pipeline tasks, and produce structured pipeline documentation.

Freelance 3D Artist

Stockholm | February 2024 – November 2024

- **FX Project Lead, Rabbit's Foot Studios** (2-month project): directed and created FX simulations (water, RBD destruction, pyro) in Houdini for a fantasy survival game trailer. Advised on art direction and project management for simulation and CG assets.

CG Generalist

The Mill (formerly Moving Picture Company), Shanghai | March 2022 – December 2023

- Worked across the full CG pipeline: asset creation, FX simulation, lookdev, lighting, render optimisation and compositing, with dedicated toon shader development in Arnold across Maya and Houdini. Delivered through ftrack (asset versioning, submission, supervisor review).
- **HoYoverse**, Honkai: Star Rail 3D billboard (Shinjuku and Chengdu): toon shader development in Maya and Houdini Arnold matching the original game engine shaders, conversion of game lightmaps for a CG film workflow, and render setup management and optimisation for both packages.
- **Electronic Arts**, Wild Hearts CG trailer: character and environment FX, animation and rigging for previs, render setup management for FX shots.
- **Nuverse**, Earth: Revival trailer and The Shadow of Akrid cutscene: assets, procedural modelling, FX simulation, previs, layout, lighting and render setup.
- **Biotherm** x Avatar 2 product commercial: assets, procedural modelling, FX simulation and procedural underwater plant generation.
- Further commercial delivery: **Budweiser** Chinese New Year 2023 (character modelling, lookdev, render setup), **Vivo** "Lei" animated short (mocap cleanup and supervision, title sequence), Vivo X Flip and **Mentholatum** campaigns (product lookdev, lighting, rendering).

Art Production Manager

Museo Limited, Hong Kong | March 2020 – January 2022

- Single-handedly developed promotional 3D renders and animations for the collectible brand MNEME(R), and created new character designs ready for mass production.
- Managed social media calendars and campaigns from conception to execution, producing all graphics and copy. Company representative and booth manager at the 2021 Las Vegas Souvenir Show.

Junior Production Artist

Shadow Factory, Hong Kong | June 2018 – September 2018

- Produced game-ready 3D assets, character models and environment props for VR experiences in Unreal Engine 4, including **ThyssenKrupp**'s VR showroom, **Blockchain Studios**' CryptoCarz and Shadow Factory's Stupid Cupid (released on Steam).

EDUCATION

Savannah College of Art and Design, Hong Kong — BFA Animation, 2016–2019, Magna Cum Laude

IELTS 8.5 / 9

ADDITIONAL

Eligible to work in the EU, Hong Kong and Malaysia without visa sponsorship. Has lived and worked in six countries.

Physical media: sculpture, 3D printing, fabrication, painting, cosplay and SFX makeup.