



KRIS HAMMOND

Senior Art Producer

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Industry veteran with 20+ years of experience in game development and art production, focused on delivering high-quality and innovative content, on time and on budget. Team builder and leader, fostering collaboration and professional growth to create high-performing teams that love working together.

EXPERIENCE

Funcom Durham, North Carolina

◇ **Senior Art Producer** 2025 – Present

Dune Awakening – Producer for the lighting and hard-surface weapons teams. Coordinated with other centralized teams to deliver assets for launch and post-launch DLC.

◇ **Art Producer** 2020 – 2025

Conan Exiles – Oversaw multi-disciplinary team of 30+ artists, both internal and outsource, producing assets for the Battle pass and Shop. Worked with project leadership to define content and evaluate scope, capacity, and dependencies on an aggressive release schedule.

◇ **Lead Artist** 2018 – 2020

The Secret World, Age of Conan, Anarchy Online – Managed the art team that produced content updates for Funcom's legacy online games.

◇ **Senior Animator** 2013 – 2018

The Secret World – Created gameplay animations for multiple post-launch DLC releases, as well as cinematics for the Secret World Legends South Africa update.

Trion Worlds Redwood City, California

◇ **Senior Animator** 2007 – 2013

Rift – Responsible for in-game animations, including multiple player character races and dozens of creatures.

Wildbrain San Francisco, California

◇ **Animator** 2003 – 2007

Animations for advertising and games clients, including *Lamisil, Chevrolet, PBS, Electronic Arts, and Lunchables*.

Electronic Arts Redwood City, California

◇ **CG Artist** 1999 – 2002

Tiger Woods Golf Franchise, Unreleased Platformer Title – As an environment artist, I shipped 5 titles in 4 years.

◇ **Art Summer Intern** 1998, 1999

EDUCATION

Academy of Art University San Francisco, California

BFA - 2D Animation and Illustration 1997 – 2003

University of Utah Salt Lake City, Utah

Fine Arts and 3D film studies 1995 – 1997

Boston University Boston, Massachusetts

Fine Arts and Liberal Arts studies 1994 – 1995

SOFTWARE AND SKILLS

Management and Communication

Jira
Confluence
MS Office Suite
Miro
Slack
Klash
SyncSketch
Leapsome
Officevibe

Art and Creative

Unreal Engine
Photoshop
3DS Max
Maya
Blender
Substance Painter
ZBrush
MotionBuilder

Certifications

Certified Scrum Master
Franklin Covey Leadership Series