CHRISTOPHER JEWSBURY
ANIMATION GENERALIST/GAME DEVELOPER

DOB: 1988/07/24

175 West Honeysuckle Lane,
Carrollton, GA 30116-7049
United States of America
shadowchrury@gmail.com www.chrury.net

Summery:

Talented and flexible generalist experienced in setup, animation, and implementation of characters, props, and logic for video games. Ready and willing to ply experience to create or implement assets in the creation of new media; games or otherwise.

Qualifications:

- Experienced in creating and critiquing of 3D animation created in programs such as Autodesk Maya.
- Experienced in the exporting and importing of assets to implement props, characters, animations, etc. into game engines.
- Experienced in creating and debugging logic and sequences that run games.
- Capable of extending tools and C# scripts for functionality and debugging.
- Able to create temporary assets or clean up existing assets as needed.

Computer Skills:

- Proficient in: Autodesk Maya, Unity, Photoshop, After Effects, Redmine, MS Windows, TortoiseSVN
- Working knowledge of: After Effects, Avid Pro Tools, Audacity, Animation Master, Soundminer, GIMP, Unreal Engine, Microsoft Office, Mac OS

Professional Experience:

October 2020 – October 2021 – Phoenix Online Publishing/PixelTek

- Created labels and logic for showing the labels in a VR tire building training simulation.
- Created and extended C# scripts to facilitate running and interacting with multiple virtual tire-building machines.
- Extracted and cleaned model geometry from props to create 3D effect masks.
- Developed multiple methods of controlling point-and-click adventure games with a standard controller/gamepad for potential console ports.
- Implemented PUN, Photon Voice, and Photon Chat to R&D networking in a virtual meeting application
- Implemented multiple camera and control methods for characters in the virtual meeting application.

October 2018 – June 2020 – Self

- Built a prototype of *Sitting Duck*, a bullethell shooter, in Unity.
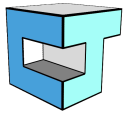
- Coded methods to control colorblind settings, paralax scrolling with multiple layers, artificial camera movements, and scripted dialog popups for same.
- Created pixel-art sprites and implemented them with scripts and blendtrees.

August 2017 – April 2018 – Phoenix Online Publishing/PixelTek
- Worked with a small team to produce two proof of concept VR experiences.
- Wrote C# scripts to facilitate the smooth running of VR interactions.
- Implemented a physics-based buoyancy system, including particle-based splash effects.
- Optimized and troubleshooted two adventure games for mobile release and future WebGL release.
- Voiced three characters for the VR experiences.

March 2016 – April 2016 – Freelance (Phoenix Online Publishing/PixelTek)
- Worked with a small team to animate a family and their dog as they guide the user through a VR tour of a potential housing development.

February 2013 – April 2015 – Phoenix Online Studios
- Placed, timed, and troubleshooted animations in the company's three adventure games; *Cognition: An Erica Reed Thriller, Mobius: Empire Rising,* and *Gabriel Knight: Sins of the Fathers 20th Anniversary Edition.*
- Created and bug-fixed game logic for those three games.
- Performed fixes to rigs and models for use in-game.
- Optimized textures, scenes, logic, and sequences in all three games for their releases on Linux, Android, and iPad devices.
- Oversaw and directed a small team of cinematic artists to implement animations; making character actions expressive and believable.
- Assisted in the creation of promotional materials for games being handled by the publishing side of Phoenix Online.
- Acted as 2D animation colorist for keyframed, 2D animation on *Jason the Greek.*

October 2011 – April 2018 – Phoenix Online Studios (Volunteer)
- Animated both character game-actions and character based cinematics for the highly anticipated final episode of the King's Quest fan game that started Phoenix Online.
- Built game logic and sequences in Unity to pull everything together.
- Created C# scripts for gameplay elements and aforementioned logic.
- Rigged and fixed rigs for characters and props for use in-game.
- Exported and implemented characters, props, animations, backgrounds and sets from Maya into Unity.
- Trained others in all the above.
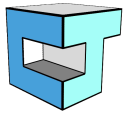
- Worked with the game director to flesh out and finish storyboards for key game cinematics.
- Voiced a tree.

January – March 2012 – Freelance (AF USA)
- Modeled, rigged, animated and rendered two corporate animations; a short, descriptive advertisement for AF's standard air compressors and a two minute animated eye-catch. Both were shown as part of AF's booth at NPE2012: The International Plastics Showcase. Eye-catch is still in use.

Other
Experience:

August – September 2020 – U.S. Census Bureau
- Drove locally to collect census data by locating and interviewing census non-respondents.

2008-2010 – SCAD Atlanta
- Acted as peer tutor assisting students with Rigging 101 (3D Character Setup and Animation), Basic Mathematics, and Intermediate Mathematics.

Education:

Savannah College of Art and Design (SCAD) - Atlanta, GA, Bachelor of Fine Arts in Animation
Graduated June 2011, Magna Cum Laude

Certifications:

PV Associate
(Issued March 2020 – Expires April 2023)
NABCEP: North American Board of Certified Energy Practitioners
PVA-022720-031862

OSHA 10 Hour Construction Industry Outreach
(Issued March 2020 – Does not expire)
360training