

CHRISTOPHER JEWsbURY
GAME DEVELOPER

Education: **Bachelor of Fine Arts in Animation**
Savannah College of Art and Design (SCAD) - Atlanta, GA
Aug 2007 – Jun 2011, Magna Cum Laude

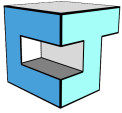
Computer Skills: - Strong knowledge of: Unity, C#, Autodesk Maya, Adobe Photoshop, Redmine, Microsoft Office
- Working knowledge of: Javascript, HTML, Unreal Engine, Avid Pro Tools, Soundminer, GIMP, C++, Adobe After Effects

Work Experience: **Blender Modeler**
Freelance – (Nov 2021 – Jan 2022)
- Modeled six realistic buildings using photo reference and point cloud data.

Unity VR Developer: VR Tyre
Freelance (Phoenix Online Publishing/PixelTek) – (Oct 2020 – Oct 2021)
- Created and timed instructional labels for a VR tire building training simulator.
- Worked with Unity's animator state machines and animation events to animate a rigged model of a tire building machine.
- Coded components and managers to control machine functionality and VR interactions.
- Extended proprietary tools with additional functionality.
- Placed props, lit, batched, and baked lighting for three different factory scenes.
- Recorded VR demonstrations for instructional use of the simulator.
- Fixed and timed audio transcriptions for use as VR subtitles.
- Integrated Photon Unity Networking, Photon Voice, and Photon Chat into an in-company virtual meeting tool.
- Set up multiple control schemes and camera modes for character movement and synced them over the network for said tool.

Game Developer: *Sitting Duck*
Self-Managed – (Oct 2018 – Apr 2020)
- Created pixel-art for ships, effects, weapons, backgrounds and UI.
- Designed and coded tools to assist in game creation.
- Programmed managers and scripts in C# to run game components.
- Authored enemy and weapon behavior with visual scripting in Flowscript.

Unity Developer
Freelance (Phoenix Online Publishing/PixelTek) – (Aug 2017 – Apr 2018)
- Worked on a series of short, and varied Unity-based projects; including, but not limited to, a VR Fire Safety demonstration, multiple mobile and WebGL releases, and a VR boat simulator.
- Wrote C# scripts to facilitate the smooth, convenient, and intuitive running of VR interactions. Created animations, models, rigs, and set design from scratch.
- Authored game logic using proprietary visual scripting tools.
- Researched and integrated VR and buoyancy plug-ins into the projects.
- Provided voice acting for a VR guide and secondary characters.



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(cont.)

- Optimized and debugged textures, lighting and game logic for the mobile releases of *Cognition* and *Moebius* on iOS, Android, and WebGL through [PlayonJump](#).

Animator: HeroVR

Freelance (Phoenix Online Publishing/PixelTek) - (Mar 2016 – Apr 2016)

- Worked with a small international team to animate a family as they guide the user through a VR tour of a potential housing development.
- Exported and debugged animation for use in the Unreal Engine. Advised on best practices for implementing and triggering the animations.

Lead Animator, Lead Programmer, Scene Setup, Voice, and Storyboards: King's Quest – The Silver Lining: Episode 5

Phoenix Online Studios – (Oct 2011– Apr 2018)

- Built game logic and sequences in Unity; building the game from the ground up.
- Exported and implemented characters, props, animations, backgrounds and sets from Maya into Unity.
- Animated both character game-actions and character based cutscenes.
- Trained others in animation exporting, cinematic sequence creation, game-logic creation, and dialog replacement. Led animation dailies twice a week.
- Worked with the game director to flesh out and finish storyboards for key game cinematics, design new puzzles, and solidify game progression.

Cinematic Artist/Lead Cinematic Artist

Phoenix Online Studios – (Dec 2013 – Apr 2015)

- Scene setup, character setup, logic design and creation, and general bug-fixing in Unity on *Gabriel Knight: Sins of the Fathers – 20th Anniversary Edition*.
- Oversaw and directed a small team of cinematic artists to implement animations; making character actions expressive and believable.
- Continued polish and bug-fixing work on game logic and rigs for *Cognition: An Erica Reed Thriller* and *Moebius: Empire Rising* as they finished production.
- Wrote C# scripts to extend company tools for ease-of-use and flexibility.
- Optimized textures, scenes, logic, and sequences in all three games for releases on Linux, Android, and iOS devices.

Other Work
Experience:

Census Enumerator

US Census Bureau (Aug 2020 – Sep 2020)

- Drove house-to-house to conduct non-response followup interviews for the 2020 census.

Peer Tutor

SCAD Atlanta (2008 – 2010)

- Tutored students in Basic Rigging, Basic and Intermediate Mathematics.