

Christopher Plush

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Philadelphia, PA 19116

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www.theboomshelter.com

EXPERTISE

Modeling and Texturing – Proficient in all inherent aspects including uv unwrapping, topology, and optimization. Strong ability to work from concepts, blueprints, and references, as well as own designs. Experienced with all styles of modeling and texturing, including all types of texture mapping (normal, specular, etc.). Fully competent in organic, technical, and environment modeling.

Game Production – Experienced with all aspects of game production, including level design, rigging and animation, scripting, and level optimization. Good understanding of all production elements including programming, allowing ease of communication and good work flow.

TECHNICAL SKILLS

3D Applications

-Blender
-LightWave

Design and Production Applications

-Photoshop
-Gimp
-Paint Shop Pro
-Premiere
-Encore

Programming Languages - Python
Web Development - HTML, CSS, Mambo, Joomla
Common Applications - Word, Excel, etc.

PROFESSIONAL EXPERIENCE

Gimme Design

Feb 2010 - Current

Graphic designer, 3d modeler, and animator for web design and other services including commercial presentations, product visualization, and 3d animation.

3D World Magazine

March 2009

Commissioned to author a 6-page guide to character rigging and skinning in Blender covering a broad range of topics including weight painting, constraints for anchoring, IK solvers, bone driven shape keys for facial expressions, bone shapes, and all the basic knowledge of constructing and applying a skeleton to a mesh in a production-quality manner. This was featured in issue 118.

Blender Institute

Feb 2008 - August 2008

Lead Game Designer and Level Designer for the open source game Yo Frankie! Driving force in team motivation and initiated changes in project direction essential for success. Worked closely with all members of the team on all aspects of the project, and communicated with external team members, including sound designer, to delegate tasks and critique work. Apart from primary tasks, also created special effects, and worked on game logic and animations. Taught multiple 3-hour courses at the Blender Institute during the project duration on the topics of texturing and UV unwrapping.

VisRE (Visual Real Estate)

June 2007

Created realtime content for a virtual property tour program in Florida

RageComm

Feb 2007 - May 2007

Lead Artist, responsible for art direction and the concept to creation of realtime worlds, characters, and props for the online video game Tiamet Theorem Online

R.W. Hartnett

June 2006 - Jan 2007

Responsible for the safe handling of expensive and fragile printing machinery, constructed large shipping containers for the machinery, handled various machining tasks, and operated a gas powered forklift to load and unload all shipments

A Robotics Simulation Company (non-disclosure agreed)

Contracted to remodel high detail meshes to comply with low poly realtime standards, in addition to creating color, specular, and bump maps for each mesh

Web Development

Fully designed and developed websites for various clients:

The Sixth Movie – thesixthmovie.com

Lewis & Sons Detailed Cleaning – lewisandsons.com

Everything's Better With Chocolate – BetterWithChocolate.com

Carsello Photography - CarselloPhoto.com

ACCOMPLISHMENTS

Artwork featured in the following publications:

3D World Magazine Issue 118, 2009

Bounce, Tumble, and Splash by Tony Mullen, 2008

Blender Gamekit 2 by Carsten Wartmann, 2008

Linux Pro Magazine, 2002

The following pages contain letters of recommendation.



Letter of recommendation, Christopher Plush

Dear Madam, Sir,

Hereby I confirm that Mr. Christopher Plush worked for the Blender Institute, in our studio in Amsterdam the Netherlands, in the period of February 2008 until August 2008.

Chris was assigned to be concept artist and lead designer of "Project Apricot", responsible for all aspects of making the "Yo Frankie" 3D game, including concept development, environment design, modeling/texturing, but also for scripting the game play together with one of our developers.

Chris has proven to very versatile. He performed very well on all areas he was active in, but most impressive were his capabilities to tackle complex tasks himself, and coordinate that with his team members.

Being an great and inspiring team player, he quickly became an indispensable member of our project team.

I am fully convinced that his talent and skills will become a much-appreciated addition for any team working on challenging 3D game projects.

On a personal and a professional side, it was always a pleasure to work with Chris. I wish him all the good luck and a wonderful future.

Yours sincerely,

Ton Roosendaal
Director Blender Institute
Chairman Blender Foundation
ton@blender.org

Blender Institute B.V. Studio for Open 3D Projects

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10th October 2009

TO WHOM IT MAY CONCERN

I have known Chris Plush since 2002 and have worked with him on several projects. He is a very determined person and has always shown a great aptitude for increasing his knowledge and skills in 3D art in all areas, especially in props, environment and texturing.

I have always found him to be honest and trustworthy, and works great alone or in a team. He is an organised and extremely talented person. Chris always pushes to create the best and most professional work in a smart and efficient manner.

Yours sincerely,

A handwritten signature in black ink, appearing to read 'Lee Salvemini', with a stylized flourish at the end.

Mr. Lee Salvemini
3D Animator at Krome Studios Australia,
Core team member of Blender Open Movies 'Elephants Dream' and 'Project Durian'

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