Christopher Hurwitz

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OBJECTIVE

Freelance consulting work creating interactive content for advertising, multimedia, or the web.

EDUCATION

B.S., Engineering and Applied Science. June 1990
California Institute of Technology, Pasadena, CA. GPA: 3.5

WORK EXPERIENCE

Freelance Consultant **1995-present**

Over seven years as a freelance consultant developing bleeding-edge interactive pieces. An overview of my work is available online in my interactive portfolio, http://www.whitesands.org /portfolio. Highlights include:

Chatmaster 3000 – Animated multiuser chat environment for collaborative composition.
Nike Remixer – Real-time, online, video remixing of Nike Freestyle commercial.
HP Pong Banner - 1997 Communication Arts award, 1998 MC Icon Gold & Platinum awards
Nike Zoom Air - 1997 Communication Arts award
Outlook Express launch banner – 1998 Clio award

Morgan Interactive, V.P. Engineering **1993-1995**

Technology lead at edutainment CD-ROM development firm.

- Led development of realtime, multitasking, multimedia engine in C++.
- All aspects of title development, including CD-ROM mastering and installation software.

SimGraphics Engineering, Software Engineer **1991-1993**

Computer Graphics programming for Virtual Reality applications on high-end SGI workstations.

- Programmer for the Performance Animation System, now VActor, a live digital puppetry system that drives computer-rendered characters directly from an actor's facial muscles.
- Managed remote VActor productions, including those in Japan and Germany.
- Designed and implemented VActor characters for commercial clients.
- Revised and expanded functionality of realtime, 3D, CAD assembly testing environment.

Hero Locations, Location Scout **1990-1991**

Hunted sites for commercials and videos as a freelance location scout in Hollywood.

SOFTWARE SKILLS

Web Authoring:	Shockwave, SMUS (Multiuser Server), Flash, Java, HTML, CGI.
Media Tools:	Director, After Effects, Premiere, Photoshop, DeBabelizer, SoundEdit 16, Deck II
Platforms:	SGI, HP/UX, X/Motif, Macintosh, Windows 95/3.1, DOS
Languages:	C, C++, BASIC, Unix shell scripting, Java, Director Lingo
Miscellaneous:	Internet fluency. CD-ROM authoring/mastering, 3D Rendering, Lighting, and Modeling techniques. Algorithmic texture generation.