

Christopher Birke

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Shaders • Procedural Generation • Unity • Technical Art • Game Design

2015

Secant Astronomy

Independent consulting for VR, AR, and games.

2014

Lir Scientific

Mobile Bio-Sensing Startup

Co-Founder, C.T.O.

Investment from Hax, article in Wired.

Lived and worked in Shenzhen, China.

Analog and Digital Signal Processing with Objective C, C++, Python, Solder

2013

Unbound Technologies

VR Platform Startup

Co-Founder, Advisor

Design, Aesthetic, and GPU algorithms for generating and simulating a planet.

2011

KIXEYE

Mobile and Web Game Company

Technical Artist, Core Graphics Engineer

Tome, Unannounced Titles

Art Pipeline, Shaders, VFX System and Image Compression

"Ethos Before Analytics" published in Gamasutra

2005

Buzz Monkey Software

Third Party Console Game Studio

Artist, Tech Artist, Designer

Tomb Raider (multiple), Army of Two PSP, Tony Hawk Ride, Street 3, JFETS II

University of Oregon - B.A. Multimedia Arts

2000

Valve Software

Counter-Strike 1.6 contract work for the initial release.

1995

Clan Rangers

Created the first "Quake Movie" (Machinima)