

CHRISTOPHER W POPE

designer + fabricator



Overview

experience

Lecturer | Proto lab

Y23/24
DESIGN MORPHINE MASTERS | Remote Course

Director of Design + Production

MAY 2021 - Present
MOON JELLY | Website: moonjelly.space

Freelance Designer/Fabricator

AUG 2020 - Present
REMOTE+IN PERSON | ATLANTA, GA

Fabrication Lab Manager

2018 - 2020
NYIT SCHOOL OF ARCHITECTURE AND DESIGN

software

Rhinoceros + Grasshopper + Rhino CAM
Blender
Houdini FX
Adobe Suite [Primary: Illustrator, Photoshop, Premiere]
AutoCAD
Autodesk Revit + Dynamo

education

Masters of Architecture

2016 - 2018
UNIVERSITY OF NORTH CAROLINA AT CHARLOTTE

Bachelors of Science in Architecture

2011 - 2016
TEXAS TECH UNIVERSITY

research

Digital Fabrication & Materials

Continued research and engagement with cutting edge software, machinery, and materials in relation to architectural and industrial design.

Design & Workflow

The continued exploration into the newest softwares, A.I., and peripherals for the purpose of expanding our perception of the design process.

skills

Fabrication

3D Printing ●●●●●●●●○○
CNC Cam + Routing ●●●●●●●●○○
Laser Cutting + Engraving ●●●●●●●●○○
Vacuum Forming ●●●●●●○○○○
Robotics ●●○○○○○○○○
Wood Working ●●●●●●●○○○
Metal Working ●●●●●●○○○○
Casting ●●●●●○○○○○

Digital

3D Modeling ●●●●●●●○○○
3D Rendering ●●●●●●●○○○
Adobe Suite ●●●●●●●○○○
Drafting ●●●●●●○○○○
Computation ●●●●●●●○○○
Animation ●●●●●○○○○○

education

Masters of Architecture

2016 - 2018
UNIVERSITY OF NORTH CAROLINA AT CHARLOTTE

- Curriculum focused on computational design and implementation in the following forms
 - algorithmic solutions & procedural efficiencies in the likes of BIM training, developing grasshopper scripts and logical understanding of systems.
 - developing a range in presentation methods and tools (VR+AR, animation)
- Fabrication and material research
 - the robust +5000 sq/ft of fabrication space aligned with many courses that required the continuous experimentation with analog and digital tools in combination with woods, metals, composites and plastics. This often coincided with computational development.
- Thesis
 - involved the development of a 4-dimensional design process utilizing simulation in Houdini-FX as the beginning of a new form of diagramming. Based in and projecting on the writings of Mario Carpo, Bernard Cache, Graham Harman, & Brian Massumi to name a few.
- Study Abroad
 - Seoul Studio 2017 | Prof. Jeffrey Nesbit | Included in First Seoul Biennial Focusing on Namdaemun Market and urban implications.

Bachelors of Science in Architecture

2011 - 2016
TEXAS TECH UNIVERSITY

- Curriculum focused on pragmatics and the development of digital skill alongside the analog. Strong foundations in fundamental design, graphics, writing and presentation.
 - Heavy emphasis on model making and hybrids (digital drawings + models) utilizing the wood shop and digital lab.
 - Introduction to computation used primarily for patterns and the analysis of building structures and efficiencies.
- Study Abroad
 - Seoul Studio 2014 | Prof. Kuhn Park & Jeffrey Nesbit Focused on the understanding of Korean culture and the idiosyncrasies of Seoul as a megalopolis to assist in the redesign of the Seoul City Plaza
- International Competition
 - B.I.A.D.W. 2015 - Busan, South Korea | Prof. Kuhn Park Awarded scholarship to travel and compete on a team of American and Korean students in a five day design competition.

experience

Lecturer | The Proto lab

2023 - 2024 ACADEMIC YEAR

DESIGN MORPHINE MASTERS PROGRAM | Remote Online Course

- The proto lab will introduce students to the world of digital fabrication and prototyping, making them familiar with all the latest advances in technology and methodology in the space. The course includes a series of lectures and seminars on digital fabrication, focusing on the fundamentals of laser cutting, additive & subtractive processes, and vacuum forming.
- Students will apply strategies to prepare a digital model and optimize it for a particular available fabrication process with supporting visualization on its construction and development.

Co-Founder & Director of Design + Production

MAY 2021 - Present

MOON JELLY | Website: moonjelly.space

- Co-founder of Moon Jelly, a fabrication and design company servicing primarily the film and events industries. Production focused on custom CNC routing, laser cutting and engraving, vacuum forming, 3D printing and signage/scenic work. Developed and produced media for in house product line of vac-formed surface textures, 3D printed hardware, and catalog.
- Lead designer in house / collaborator and consulter with outside art direction on: 2D graphics and drafting, all 3D work for production, material use, sourcing and selection, schedule management.
- Lead specialist on all the software and machinery, programmer of said machinery, knowledgeable on all the materials and processes required for each method of production.

Freelance Designer/Fabricator + Prop Maker + Machine Specialist

AUG 2020 - Present

REMOTE + IN PERSON | ATLANTA, GA

- Continued collaboration on contracted design work and product development related to research. Including but not limited to: A.i. texture development for 3D printing, Nodes [a computational structural system utilized for furniture and installations] | EX: Concr3de sculpture for MARMOMAC 2022 & 2023 with Dustin White
- Set and Prop fabrication alongside IATSE members in TV, Commercial and Film. Operate and advise on advanced machinery to expedite work in a fast paced environment.
- Design, develop, fabricate and execute interior installations and finishes for a high-end residential client. Coordinated a team of talented crafts-people to build out both ornamental and functional pieces to pair with existing custom detailing.

experience

Fabrication Lab Manager

2018 - 2020

NYIT SCHOOL OF ARCHITECTURE AND DESIGN

- Brought in as a digital design and digital fabrication expert to manage the labs and student staff. Coached said staff and faculty on best practices in relation to computation and model building/planning.
- Assisted in the integration of an online system and website for the labs that accepted the submittal and review of all digital files, as well as the ability to purchase in house materials.
- Collaborated with faculty on research grant projects and production of their exhibitions as well as the development of certain digitally related curriculum.

Shop Technician

2016 - 2018

UNCC SCHOOL OF ARCHITECTURE | FABRICATION LABS

- Trained on, maintained, and taught students the use of a full wood shop, metal shop, CNC plasma and 3-axis router, four Universal laser cutters, small vacuum formers, and array of ultimaker and Makerbot 3D printers as a team lead of a student based shop staff.
- Trained other graduate student staff on the operation of the advanced equipment.
- Assisted faculty with machinery related research and developed and ran demonstrations for related courses.

Shop Technician

2014 - 2016

TTU COLLEGE OF ARCHITECTURE | WOOD/METAL SHOP

- Trained on, maintained, and taught students the use of a full wood shop and metal shop.
- Assisted faculty and graduate students with welding and casting related projects, including some permanent installations.