Jonathan Champion

Generalist Developer

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Summary

I am a resourceful developer who enjoys working with new and upcoming technology such as virtual and augmented reality. I thrive in agile development environments and excel at rapid prototyping. Most of my industry career has been spent working on a multitude of games, virtual reality + augmented reality projects, and ambient user experiences for both mobile, desktop, and web.

Employment

YETi CGI
2015-Present

Generalist Developer, R+D Developer, AR/VR Developer, and Project Manager.

YETi CGI is a company based around solving problems. Taking contracts from companies wanting to do the "impossible", YETi has exposed me to many things that are "scary" and forced me to learn and adapt quickly in the ever changing field of technology. Things such as virtual reality and augmented reality (before they were consumer products) and more recently ambient user experiences.

Projects and Products

CES 2019 Show Floor Demos for GHSP
YETi CGI, 2019

Unity 3D, C#, Javascript, Node.js

Grand Haven Stamped Products (GHSP) partnered with YETi CGI and Carnevale to create two demos highlighting futuristic user experiences for the Consumer Electronics Show in Las Vegas. One demo was for a futuristic autonomous vehicle operating system that links to your phone, while the other demo was for a unified kitchen OS that grants you access to all of your appliances and home systems from multiple devices/locations.

Web AR Experience for Bissell
YETi CGI, 2019

Javascript, 8th Wall Web AR

I was the sole developer of a web based augmented reality experience for Bissell.

AR Demos for IMMY INC.
YETi CGI, 2016-2019

Unity 3D, C#

I was one of the lead developers that created various prototypes and demos for the IMMY, an augmented reality headset. Using their custom AR SDK and prototype headsets, I created a wide variety of different experiences to show off the headset's capabilities. These demos were used to showcase their headset to prospective clients and partners.

VR Training Simulations
YETi CGI, 2016-2019

Unity 3D, C#, Oculus VR SDK

While at YETi CGI I created multiple cross platform virtual reality training simulations for an unnamed client. These simulations ranged from medical applications, to parachute training, and general workplace safety.

Wikiturtle
YETi CGI, 2017

Unity 3D, C#, Wikitude AR

I created the Wikiturtle app for the team at Wikitude to showcase their new augmented reality SDK for mobile devices upon it's public release.

View-master National Geographic Dinosaurs
YETi CGI, 2016

Unity 3D, C#, Google Cardboard, Vuforia AR

On this project I worked on much of the early prototyping and researched various augmented reality solutions. I then worked closely with the project's Senior Developer in development of the application.

View-master National Geographic Wildlife
YETi CGI, 2016

Unity 3D, C#, Google Cardboard, Vuforia AR

My job was working on polishing the application towards the end of development, and work with our QA team to fix bugs as they appeared before and after launch. I was later tasked with upgrading the project from Unity 4 to Unity 5.

National Geographic Puzzle Explorer
YETi CGI, 2015

Adobe Flash, Action Script 3

I was tasked with working alongside our QA team to fix any bugs that were discovered and assist in implementing new features.

OTHER ACTIVITIES

Besides my work as a programmer, I have some other projects going on in my life in which I express my game design abilities, leadership skills, and creativity.

HEAD MODERATOR FOR MCDM

I've been a live-stream chat moderator for MCDM since January 2019, and I was promoted to the role of Head Mod in April of 2019. Their live viewer audience has reached up to 12,000 people at times, so I have gained experience dealing with large amounts of people and being able to make quick decisions.

ISTVA LEGENDS

Istva is my most recent, and most formal, attempt at world building. Originally developed as a setting for my personal tabletop RPG campaigns, purely in the confines of my own mind, it is now being "put down on paper" so to speak. Worldbuilding is a great excuse for me to learn new things and develop new skills. Most of my web knowledge (post university) has come from setting up wikis and websites to document this fictional universe. I've been refining my artistic and creative skills by practicing cartography and writing short stories.

STATS

DEVELOPMENT SKILLS

- Ambient User Experiences
- Rapid Prototyping
- Architecture
- Debugging
- Augmented Reality
- Virtual Reality
- Mixed Reality
- Mobile Development
- Web Development

PROGRAMMING LANGUAGES/ENVIRONMENTS

- C#
- JavaScript
- HTML/CSS
- Java
- TypeScript
- PHP
- Unity 3D
- Unreal Engine
- Node.js
- AUX

MISC SOFTWARE

- Photoshop
- Illustrator
- Indesign
- Premier
- Excel/Sheets
- Word/Docs

EDUCATION

BACHELOR OF APPLIED SCIENCE IN DIGITAL ANIMATION AND GAME DESIGN

Ferris State University, Big Rapids, Michigan