

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 virtual reality, augmented reality, and mixed reality for both mobile and desktop.

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 machine vision and other things I’m not allowed to discuss.

SHIPPED PRODUCTS

WIKITURTLE YETi CGI, 2017

Unity 3D, C#, Wikitude AR

I created the Wikiturtle app v1.0 in three days for the team at Wikitude to showcase their new augmented reality SDK for mobile devices.

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.

PROGRAMMING PROJECTS

CES 2019 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.

AR DEMOS FOR IMMY INC. YETi CGI, 2016-2018

Unity 3D, C#

I was one of the lead developers in creating various prototypes and demos for IMMY, an augmented reality headset company. Using their custom AR SDK and prototype headsets, I created a wide variety of different demos 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, 2016-2018

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 workplace safety.

OTHER PROJECTS

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

ISTVA

Istva is my most recent, and most formal, attempt at world building. Originally developed as a setting for my personal Dungeons and Dragons 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, and I’ve been refining my art skills by practicing cartography (maps are important).

CHAMPION DND

You cant have a fictional world without something to do with it. As such, I currently run three different Dungeons and Dragons campaigns for friends/co-workers. Not only does this help me express my creativity, but it also helps me improve my game design and storytelling skills.

STATS FOR RECRUITERS

DEVELOPMENT SKILLS

- Rapid Prototyping
- Architecture
- Debugging
- Augmented Reality
- Virtual Reality
- Mixed Reality
- Mobile Development

PROGRAMMING LANGUAGES/ENVIRONMENTS

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

MISC SOFTWARE

- Photoshop
- Illustrator
- Indesign
- Excel/Google Sheets

EDUCATION

BACHELOR OF APPLIED SCIENCE IN DIGITAL ANIMATION AND GAME DESIGN

Ferris State University, Big Rapids