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Summary

VR/AR/XR Developer, Unity Engine, Unreal Engine, 3D Simulations, (Windows PD Desktop, HTC-Vive, Oculus[Meta]-GO/Quest, Hololens, Android, iOS), C#, AICC/SCORM, LMSes, eLearning, CBT/WBTs

Experience

VR/AR/XR (Unity/Unreal Simulations) Developer

Syntheticaic

Jan 2020 - Present (2 years 1 month +)

Development of simulations using Unity and Unreal engines in support of proprietary Artificial Intelligence projects.

Virtual and Augmented Reality demonstration projects (Windows Desktop, Oculus[Meta]Quest and Microsoft Hololens platforms).

Unity Developer

Virtual Wonders

Feb 2019 - Dec 2019 (11 months)

Developed a demo project synchronizing users and objects between AR on mobile devices and VR headsets, as well as AR Hololens across network - also experimented with Speech-to-text and real-time language translation in real-time.

Developed Android/iOS Augmented Reality interactive mobile app to showcase Virtual Wonders 3D scans of historical archaeological sites.

Developed fully immersive simulator experience using 6 degrees of freedom servo operated chair and Vive headset to create simulation of an out of this world historical event.

Developed room-scale full body VR (Steam VR - Vive headset) application to showcase content from real-life photo and laser scanned historical environments.

Worked on showcasing content using proprietary Dome, Globe, and Looking Glass technologies.

Worked with Oculus GO headset development to showcase stereoscopically rendered content.

Senior AR/VR/MR Developer

Foxconn Electronics Inc.

Jan 2019 - Jan 2019 (1 month)

eLearning Developer

ABB

Jun 2011 - Dec 2018 (7 years 7 months)

Continuing my career as an eLearning expert, working with local and international departments, supporting the training department by utilizing eLearning technologies to develop and support US as well as international eLearning and instructor-led training.

Tools utilized: Training Partner LMS, GoToMeeting webinars, Articulate, Powerpoint, Camtasia, Toolbook, Dreamweaver, and many other tools. I have been instrumental in creating and supporting live webinars for international training, including weekly/bi-weekly training webinars and archiving the video and presentation materials for future use as learning modules.

Created, wrote, maintained, and distributed Training Newsletter.

Supporting the trainers' local classes as well as electronic components for their training abroad.

Created reports for tracking many aspects of training, including student records, instructor information, program and course information, and much more.

Trouble-shooting issues with new browsers, and developing or researching new technologies for future eLearning development. Supporting AICC/SCORM tracking of eLearning modules.

Administration of LMS systems, reports, spreadsheets and Access databases.

Custom drive training utilizing 360 degree visuals of equipment.

And much more.

Web Developer/Programmer

Kohl's

Mar 2004 - Dec 2010 (6 years 10 months)

- Creation of custom interactions and custom shells/interfaces for Articulate based courses, using Flash, for system wide use from our course developers
- Researched and developed many web based applications to create more efficient processes within our department - programming in ASP, PHP, MySQL, and other back-end technologies for tracking/dynamic-web-content
- Researched and implemented many Open Source solutions for social networking, WIKI, Blogging, and Podcasting sites - (Open Source solutions include: ELGG, Phplzabi, Dolphin, Moodle, Drupal, and many others)
- Administered our internal web sites and web apps
- Developed internal web sites for Human Resources and other departments
- Created built in shell structure for the new system I created (independently) with built-in logic to decide which tracking method to use (Kohl's proprietary tracking or AICC/SCORM, depending on data it received)
- Converted legacy Toolbook developed courses into custom shell created using Javascript, with proprietary tracking elements (Kohl's University)
- Independently created a back-end LMS from scratch using Access and ASP, allowing courses to be launched, tracked, and progress reporting for administrators - template driven courses, and built in quiz/test system which allowing administrators to add/modify course quizzes/tests efficiently



Senior Programmer

Manpower

Mar 2000 - Apr 2004 (4 years 2 months)

- Developed JavaScript/HTML based wrappers and tracking systems for Web Based Training
- Developed AICC Compliant 'plug-ins' to make customized Computer Based Training compatible with SmartForce (previously CBT Systems) online training system (new version - highly migratable due to modularization)
- Created a tool in Visual Basic to sort and generate reports which tracked student progress from raw data sent back to our Global Learning Center's administrators from our SmartForce-hosted online learning courses
- Created a tool to package generic CBT courses programmed in Toolbook and create the AICC descriptor files, SCORM manifests, bootstrap HTML files, etc. and allow native Toolbook programs

to run on the internet and connect with AICC/SCORM Compliant Learning Management Systems (ie. SmartForce, WBT Manager)

- Created tools to maximize efficiency in creating customized CBT courses (automated 'widgets') (using Asymetrix Toolbook)
- Developed modified system for porting Japanese translated courses to work with existing online learning system (Manpower's Global Learning Center) (Using Asymetrix Toolbook/modified Japanese version)
- Created Demonstration programs to simulate proprietary online learning systems (Using Asymetrix Toolbook) (also, using HTML inside Toolbook with ActiveX Web Controls)
- Created various specialized courses and demos (Using Asymetrix Toolbook)



Senior Programmer

ProAdvantage, Inc

May 1995 - Mar 2000 (4 years 11 months)

- Worked closely with CBT Systems (now SmartForce), Ireland, in creating a system capable of allowing existing courses to communicate with Manpower's Global Learning Center for student tracking capabilities - worldwide tracking system capable of tracking a student's progress whether the student takes the course online, or downloads the course to take it offline, and update the database automatically over the web
- Created automated system for building special files needed to integrate courses into the GLC - also created automated system for creating course menu's and their navigation - drastically minimizing development time
- Created many customized courses for various customers
- Developed prototype systems for easier conversion of English created Toolbook Courses into foreign languages - including Japanese (double-byte character codes, testing on Japanese-specific Windows operating systems to ensure compatibility)

Education



Milwaukee Area Technical College

Associates Degree, CIS Program

1992 - 1994

Continuation of education via seminars and online research, related technology classes, including Flash, Dreamweaver, Illustrator, Photoshop, Javascript, VBScript, Unity 3D, and many other development tools as needed - Seminars, Online Training, Instructor Lead Training, as well as keeping up with research into new technologies via online technical blogs and websites

Skills

Game Development • Virtual Reality (VR) • Augmented Reality (AR) • Unity • Unreal Engine • Mixed Reality • Simulations • Oculus Quest • Microsoft HoloLens • C#