

STEPHEN NAUMAN

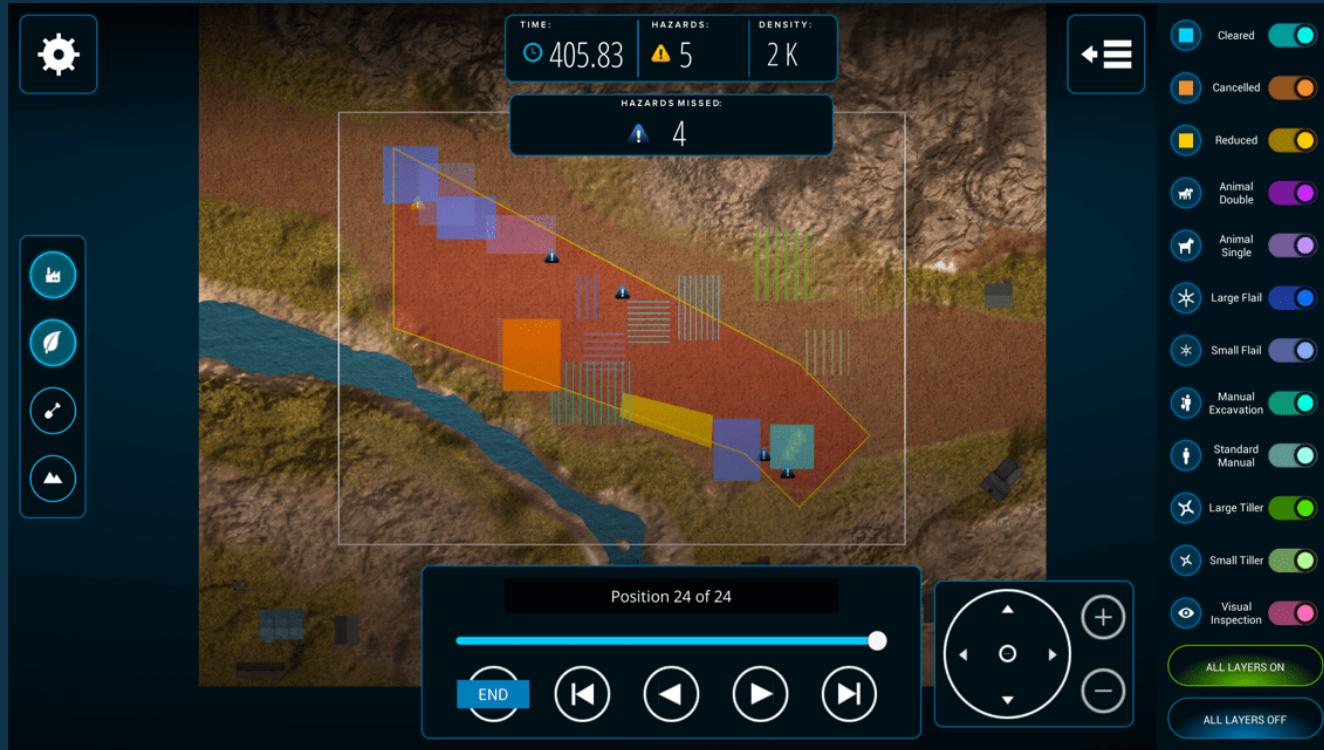
Developer. Artist. Ninja

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PROJECT: TSIM

TSIM is a demining training simulator built for the Geneva International Centre for Humanitarian Demining (GICHD) based in Switzerland. TSIM is a robust training tool with many features to educate operatives on best practices and strategies while out in the field, and it is deployable to iOS, desktop, and WebGL. I developed the entire code base and came up with creative design solutions to meet the client's requirements for the project. As a specific example, in the image above, I built the menu modal to the right to allow for users to track what assets have been used by using different colored toggle-able layers. This was a great project that I had a ton of fun building.



PROJECT ARMADA

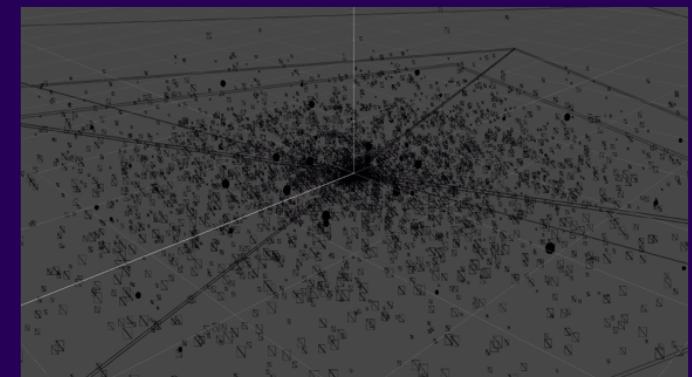
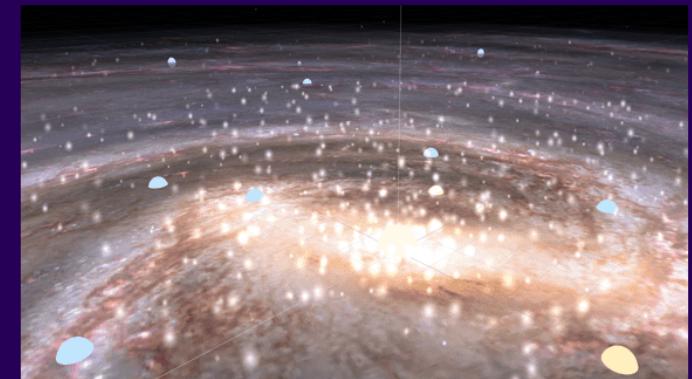
Project Armada is a Google Cardboard VR prototype built with Unity for iOS. My objective for the project was to develop my skills for mobile VR technologies. In order to keep everything together, I wrote down everything on a massive sheet of paper before coding. The biggest design challenge was to create an RTS UI system that was gaze only AND functionally fast for competitive gameplay. My solution was to use the UI as the primary mode of input in a diegetic 3D space by allowing certain callback triggers to respond instantaneously to gaze input, while menus usually responded after a one second delay. In the image above, the UI has detected the presence of multiple enemy ships and has generated responsive UI targets from an object pool to save on memory. I had the great opportunity to present this project recently at the Unity PDX meetup.





PROJECT: VUFORIA AR GALAXY

This was a test project to learn Vuforia for Unity. Vuforia made it super easy to set up an AR project, and I had a very quick turnover on this, just in time to use the project as a vetting artifact for an interview. The project is an Augmented Reality Milky Way that allows you to view and interact with different notable locations in our galaxy, such as Sagittarius A*, the supermassive blackhole in the center of our galaxy. It was created with several large 2048 px sized textures and several layers of particle effects, as demonstrated with the wireframe shot in the bottom right. In the image in the top left, you can see the galaxy in my living room.

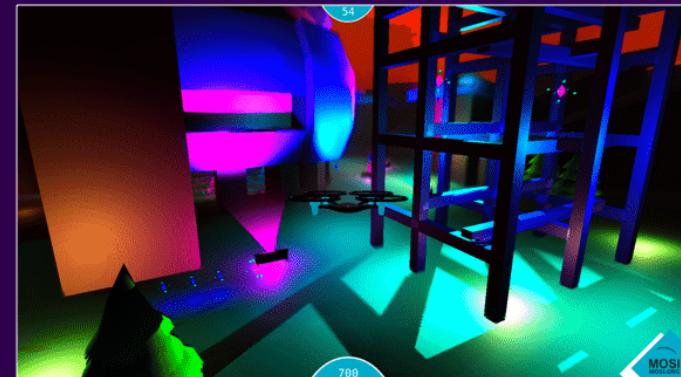
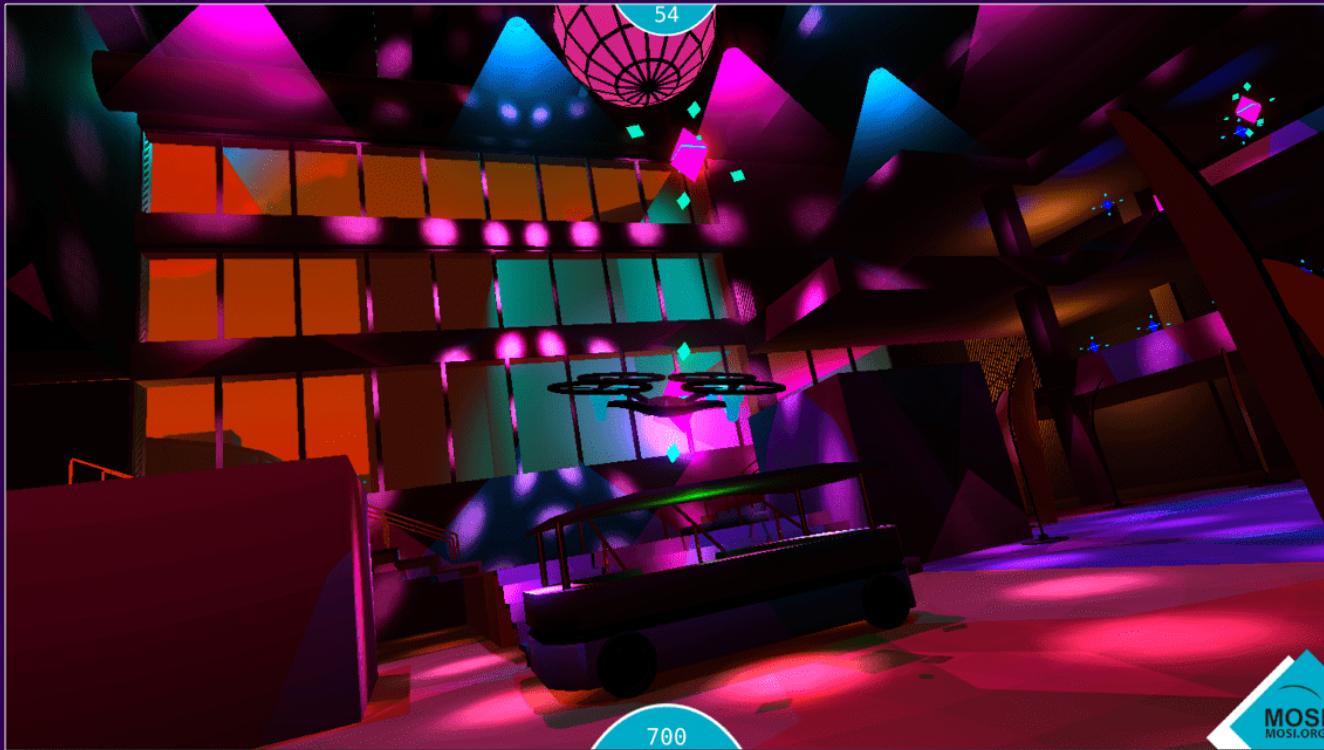




ARTWORK

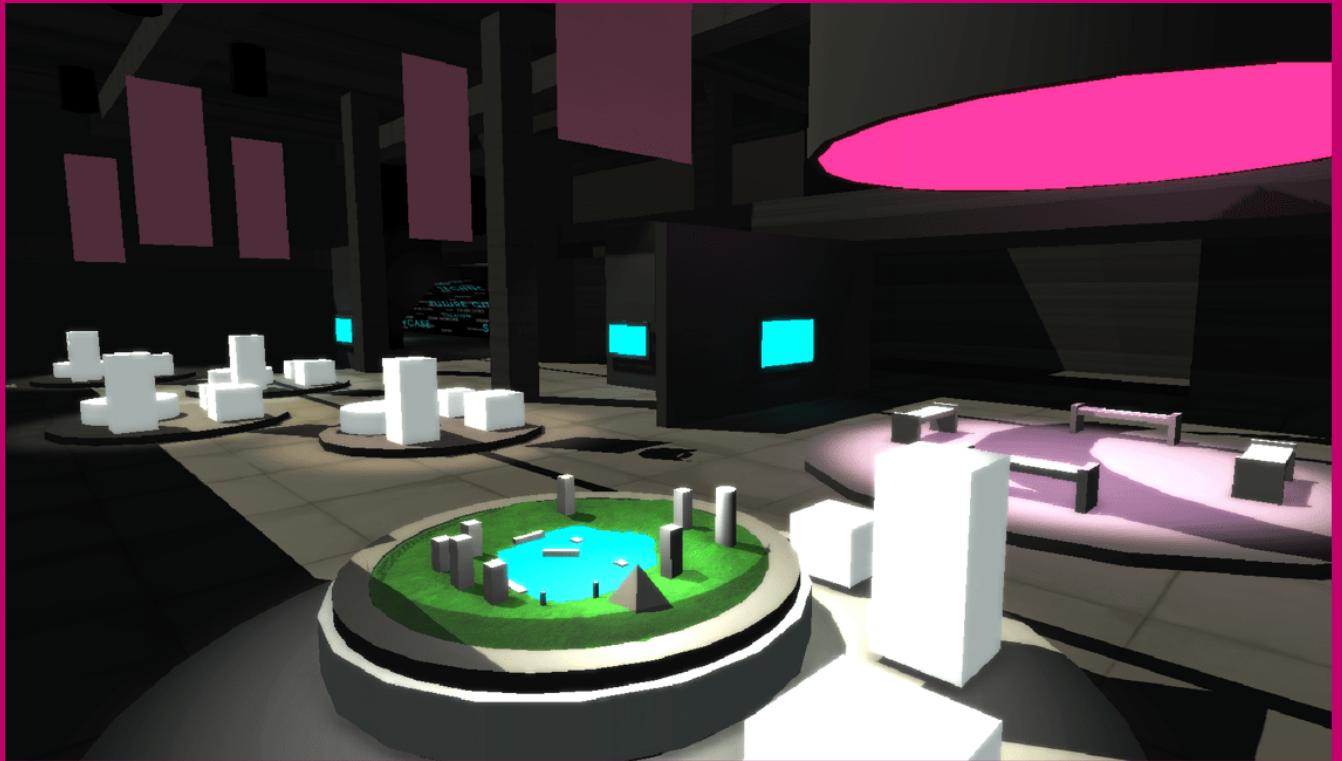
In my college days, I was really into concept art. While I don't draw as much as I used to, all the design lessons I gained by creating concept art still continue to inform my design decisions. For example, I still sketch out all my ideas on paper to ground them in reality, I have a good sense of composition, lighting, and color, as well as techniques using 3D models to quickly compose shots. The image of the archway above received close to two thousand likes on social media, which I'm pretty proud of.





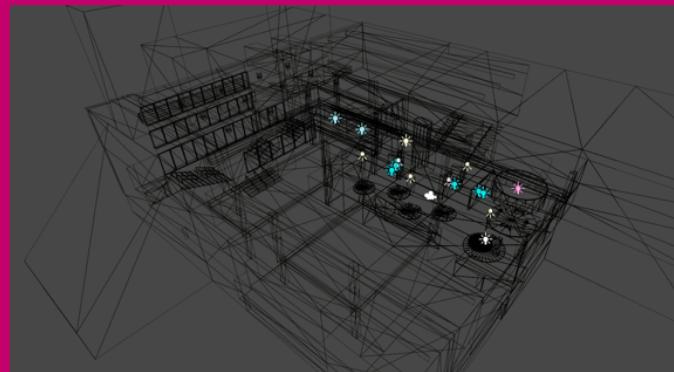
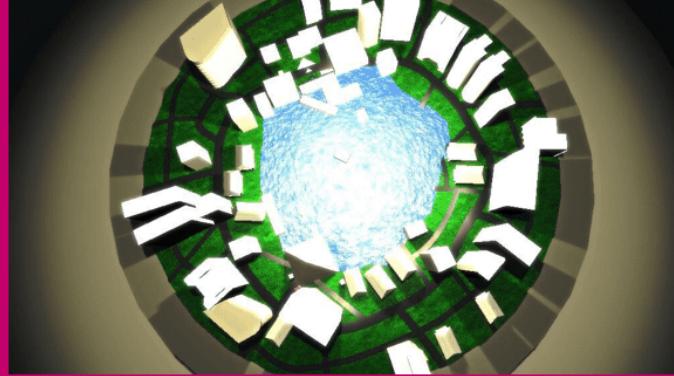
PROJECT: MOSI DRONES!

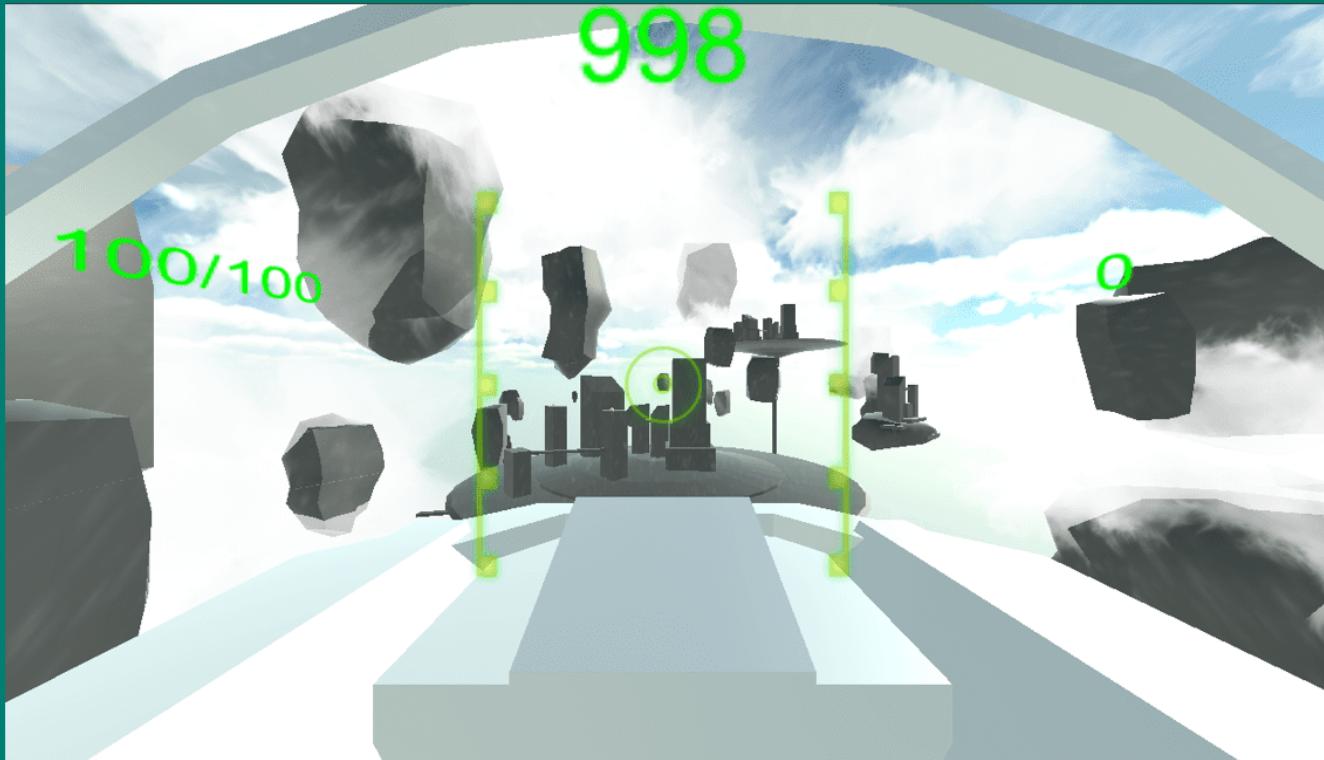
MOSI DRONES! is a drone flight simulator built for MOSI's Summer of Drones in 2015. It was my first development project for MOSI while I was an Exhibits Developer and Technician, so I definitely have some fond memories. In the game, the player controls a drone as it navigates an accurate and to-scale 3D representation of the science museum. Players are given 60 seconds to collect as many of the floating jewel points as possible while dance music plays in the background. I built everything in the game, from the flight system that controls the drones, to the points and game logic systems, to the 3D replica of the museum, which I used the actual museum blueprints as reference.



PROJECT: MOSI STEAM SHOWCASE

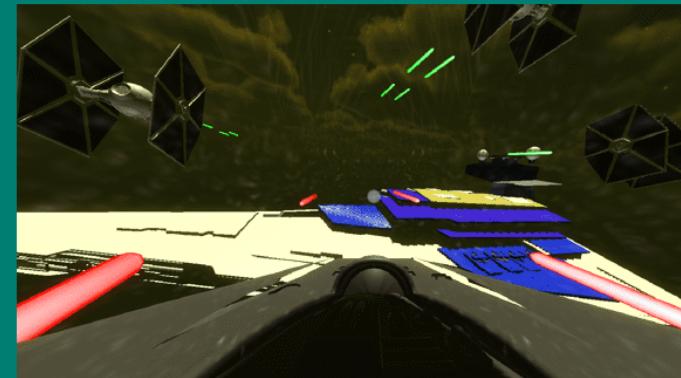
The MOSI STEAM (Science Technology Engineering Art Math) Showcase was an exhibit design project to replace the aging Distasterville exhibit area. Like most of my MOSI projects, this one required a quick turnaround of only two days. I repurposed the 3D replica I created for another project and added in the desired features, such as a representation of a 2 meter diameter diorama of a fully functioning sustainable future city, various interchangeable exhibit spaces for future exhibit themes, and a tunnel that displayed scrolling text associated with science.

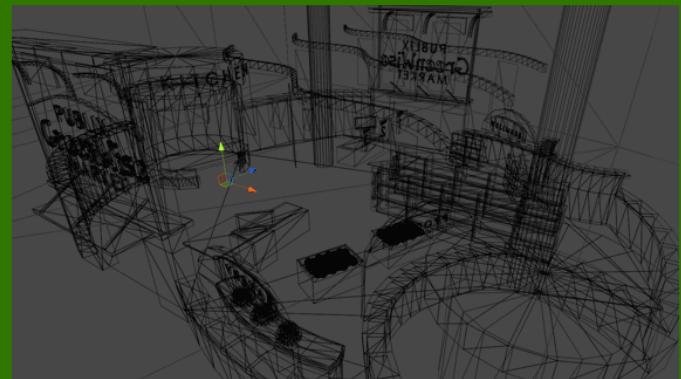




PROJECT: MOSI VR PROTOTYPES

Star Wars Episode 7 was set to release soon, as Mosi had secured one of the limited copies of the IMAX version of the new film. The leaders of the museum were very interested in capitalizing on the Star Wars release to generate new experiences, and I got the opportunity to spearhead VR development at MOSI before VR entered the consumer market. I initiated communication with HTC to secure an HTC Vive developer kit and created close to 20 prototypes, some of which I got to demo for guests during special events. Most of them were Star Wars themed, such as a Star Wars lightsaber arena, a blaster shooting gallery where robots swarm you while you defend yourself, and a flight simulator where you could visit locations from the movie and dogfight against TIE fighters.





PROJECT: PUBLIX HEALTHY START MARKET

This project was built for Publix as a vetting artifact to secure funding to revamp the aging Food Market exhibit in the Kids In Charge building. It would feature an area for live cooking demonstrations with sustainable food, a QR code game where kids could shop for food and see how healthy their choices were, and various props and playthings for younger kids. This project was delivered on an incredibly tight deadline. I think I got everything done in about six hours, just in time for the meeting that morning. I built this in 3DS Max, threw this into Unity and added visual effects to jazz it up, and recorded a flyby. Last I heard, the bid was successful and MOSI secured \$100,000 in funding.



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THANK YOU!

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