



# Resume

**Name:** Joshua Stone

**Email:** Joshua.Stone-1@Colorado.EDU

**Location:** Boulder, Colorado

## Skills

- Blender, Unity, 3D Generalist
- Photoshop, AfterEffects, Digital Art
- Java, Python, C++
- HTML & CSS

## Summary

I am a technically minded creator with a blend of customer-facing operations experience and hands-on digital/VR production. I've worked with secure customer-data workflows, PII compliant databases, 3D/technical art, and real-time tools (Unity/SteamVR, 3D pipelines, and creative software).

## Education

**University of Colorado Boulder** — Computer Science

Expected Graduation: 2026

## Experience

### **Hiring/Verification Specialist** — BIS Inc. | 2018–2022

- Supported business clients and prospective customers with accurate, professional service
- Designed and managed a support ticket system still in use
- Revamped a customer data storage server to meet PBSA + federal security requirements
- Rolled out productivity tools and trained staff on their use

### **Freelance 3D Modeler / Technical Artist** | 2015–Present

- Managed 1:1 client communication to ensure satisfaction and repeat business
- Coordinated marketing/customer retention to become the #1 rated commission artist on VRCT marketplace (Mar–Jul 2018)
- Self-taught: Java, HTML, Python; experience with SAI and Cubase AI + LE
- Worked with VR engines/software/hardware (Unity, SteamVR, HTC Vive, Meta Quest, Samsung GearVR)
- NVIDIA Developer Program member

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## Projects (reused)

### **Real-Time AI Voice Changer (MMVC-powered)**

- Built a real-time AI voice conversion app by creating the UI and integrating multiple model types for live speech conversion
- Cross-compatible with SVC / DDSP / RVC model formats
- Designed to run in Docker or Anaconda
- Real-time conversion enabled via open-source PyTorch libraries + NVIDIA CUDA

### **VRC-DMX (VRChat Stage Lighting Toolkit)**

- Unity 2019.4 + UdonSharp package of shaders/scripts/models for stage-style lighting in VRChat
- Translates Artnet DMX input to control virtual light sources
- Synchronizes lighting/environment states for remote audiences during live performances
- Drag-and-drop workflow with a simple UI so stage-techs/DJs can use it with minimal coding

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## Relevant Training / Skills

- Technical support & IT workflows, ticketing systems, secure data handling / compliance-oriented processes
- VR / real-time production: Unity, SteamVR ecosystem, VR hardware integration
- Programming & tooling: HTML, Python, Visual Basic; Docker/Anaconda-based deployments
- Creative tools: Adobe Creative Cloud; 3D tools (Blender/3DS Max/MMD); engines (Unity/Unreal)

Design planning and themes concepted with <https://bootstrap.build/app>.

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