

Jacob Young

Artist | Designer | Developer

Contact

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3D designer / developer with excellent communication skills pursuing creative employment opportunities.

Education

University of Oklahoma – GPA: 3.6
BFA in Art, Technology and Culture 13 - 18
Minor in Computer Science

Work Experience

Magrathea Technologies / Internship Summer 2017

- QA Engineer for Magrathea Technologies in Austin, TX.
- Wrote code-generation scripts in Python to automate the process of creating tests in Angular.
- Developed with Angular (2.4+) using TypeScript and the WebClique plug-in for Eclipse.
- Created tests which handled the program's asynchronous operations through multiple components.

University of Oklahoma / VisLab VR Developer

- Develop Virtual Reality applications and creative technologies using Oculus Rift and HTC Vive.
- Coordinated and educated individuals on using Virtual Reality technologies related to studies.
- Manage day to day operations of Visualization Lab within OU's Innovation Hub.
- Coordinate and execute outreach events to showcase related technologies.

Projects

Capstone

- Designed a pipeline which simplifies the user experience of turning scanned people into game objects.
- The scripts run the scans through AutoDesk Maya and perform commands to reduce and rig the model.
- The model is then auto exported into Unity 3D where the user can interact with it using a Kinect 2.0
- The scan of the person is used as a personalized game avatar which will randomly act against the player.

HoloLaser

- Collaborative project between members of the OU Virtual Reality Association.
- Microsoft HoloLens puzzle game created using Unity 3D (C#).
- Contributed to the project as a programmer and 3D designer.
- Led and oversaw the creative direction and design of the game.

Skills

Technologies:

• Maya • 3DSMax • Cinema 4D • Augmented Reality (Vuforia and Microsoft HoloLens) • Virtual Reality (with SteamVR)
• Unity 3D • Solidworks • Adobe Creative Suite: • Photoshop • After Effects • Premiere • Illustrator • InDesign • Angular 2.4+
• Jasmine (Test Framework) • Karma (Test Runner)

Development:

• HTML • CSS • TypeScript • JavaScript • Python • Regex • Java • C# • C++ • Processing 3 • Three.js • HLSL (Cg Unity 3D)

Art / Design:

• Drawing • 3D Modeling • Unwrapping and Mapping • Creating custom textures • Digital Painting • Rigging • Animation
• Lighting (Arnold) • Rendering (Arnold) • Character Design • Character Animation • Special Effects • Particle Systems
• Filming and Video Editing • Storyboarding • 3D Printing • Game Design • Interaction Design (UX)

Achievements

- Awarded the Grow with Google Scholarship: Mobile Web Specialist
- President's Honor Roll since Spring 2016
- Dean's Honor Roll since Fall 2014
- Co-founder of OU-Virtual Reality Association Spring 2017
- Studied abroad in Arezzo, Italy Summer 2015