Jacob Young

Artist | Designer | Developer

Contact

(405) 924-5874
11321 Canterbury tales ln, Austin, TX 78748
jrby1015@gmail.com

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

Work Experience

Magrathea Technologies - QA Engineer

- Proposed and developed code-generation tools for Angular unit testing reducing boilerplate by 70%.
- Developed Angular 2 unit tests.
- Angular 2 UX development for SaaS application.

University of Oklahoma - Visualization Lab VR Developer

- Developed Virtual Reality applications to demonstrate practical applications of the technology to entrepreneurs.
- Developed training for Virtual Reality technologies.
- Demonstrated practical applications of existing VR tools for rapid design prototyping.
- Coordinated and executed outreach events to showcase related emerging technologies.

Projects

Personalized Advertisement Generator

- Simplified the process of creating a personalized game avatar.
- Automated pipeline creation and optimization of photogrammetric scans.
- Technologies used in this project include: Unity 3D, Autodesk Maya, Structure Sensor, Kinect 2.0, Node.js.

ARt Gallery

- Augmented Reality art gallery allowing users to view and manipulate images.
- Application created for iOS and Android using Unity 3D (C#) and Vuforia for the Fred Jones Jr. Museum of Art.
- Led the interaction design, UX and development of the project.

Skills

Technologies:

- Autodesk Maya • 3D Studio Max • Cinema 4D • Mudbox • ZBrush • Solidworks
- Adobe Creative Suite: • Photoshop • After Effects • Premiere • Illustrator • InDesign
- Unity 3D • Augmented Reality (Vuforia and Microsoft HoloLens) • Virtual Reality (Oculus Rift and HTC Vive)

Development:

- C# • Java • Angular 2 • JavaScript • Python • PyMEL • Git • HTML • SCSS
- WebGL • Three.js • A-Frame • GLSL • HLSL (Cg Unity 3D) • Processing 3

Art / Design:

- 3D Modeling • UV Mapping • Unwrapping • Texturing • Rigging • Animation • Particle Systems
- Character Design / Animation • Photogrammetry • Lighting (Arnold) • Rendering (Arnold)
- UX • Interaction Design • Game Design • Drawing • Storyboarding • Digital Painting
- 360 Video • Filming and Video Editing • Special Effects • 3D Printing

Achievements

- Awarded the Grow with Google Scholarship: Mobile Web Specialist.
- Co-founder of OU Virtual Reality Association, Spring 2017.
- President's Honor Roll for 2-years.
- Dean's Honor Roll for 4-years.
- Studied abroad in Arezzo, Italy, Summer 2015.