

Bobby Laudeman

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EDUCATION

California State University, San Bernardino

B.S. Computer Science

September 2016 - June 2020

EXPERIENCE

California State University, San Bernardino

Academic Technologies & Innovation

VR Developer

December 2017 - Present

Currently developing projects within the Unity and Unreal game engines. Using Git and Perforce for source control within a team environment.

PROJECTS

Nursing Simulation | VR (Unity & WPF [Git])

- Developed a WPF launcher for college nursing students to enter personal information into an encrypted file and launch the executable game file.
- Worked on the core state machine which controls the flow of interactions within the simulation.

Ambrosia | VR (Unity [Git])

- Developed a simulation to teach college anthropology students and test their ability to complete a transect survey

Infinite Runner | VR (Unreal [Perforce])

- Created a short demo to showcase VR gameplay
- Implemented gameplay elements such as jumping and strafing to avoid objects

Timesheet Application | Console (C# / .NET [Git])

- Created an application which allows my coworkers and I to automatically fill out our pdf timesheet

Yield | Android (Android Studio [Git])

- Worked with a team to create a mobile application which detects crops within a given plot of land using TensorFlow.

AR Application | IOS (Unity)

- Worked on 3D model interaction for scale, rotation, and transform using touch controls.

ACTIVITIES

GCP Hackathon

- Worked with a small team to create a website which uses google api's to create a heat map of crime history in San Bernardino
- Set up and managed the team's git repository

SKILLS

Proficient:

Git, WPF, Unity, Unreal, Virtual Reality, Perforce, .NET, .NETCORE, VIM, Windows, Linux, VSCode

Familiar:

Android Studio, TensorFlow, Bootstrap, Django

COURSES

Data Structures
Algorithm Analysis
Web Programming
Adv. Operating Systems

LANGUAGES

Proficient:

C#, HTML5, CSS, JavaScript, Java

Familiar:

C++, Python, C

AWARDS

Dean's List
Dean's Letter