**CARA STERLING**

Calgary | (403) 874-8469 | [cara.sterling200@gmail.com](mailto:cara.sterling200@gmail.com)| [linkedin.com/in/CaraSterling](http://www.linkedin.com/in/CaraSterling)| [SterlingXR.ca](http://www.sterlingxr.ca)

**HIGHLIGHTS/SUMMARY**

XR developer / technical artist with 3 years of experience in Unity development. Solid skills in C# programming, solution design and integration, as well as skills in VFX, shaders, 3D modeling, animation, rigging. Completed projects for VR, AR, PC and mobile. Basic skills in Unreal development. Collaborated on several projects with colleagues located worldwide. Bring value to teams through organization, teamwork, and creativity. Certified XR Developer from Circuit Stream.

**SKILLS**XR Development |OOP (C#, Ruby) |HLSL |VBA |SQL |Git | Leadership | Collaboration | Creativity

**EDUCATION**

**Unity Developer Bootcamp,** Circuit Stream, *Online* Apr/22 – Oct/22

* The Bootcamp is an intensive 24-week 600-hour live course focused on real-time 3D Unity development skills. Through a project-based approach, developed 8 applications using C# programming, Git, Agile methodologies, APIs, databases, and optimization techniques extensively.

Project highlights:

* Capstone Project: [OctaviCopter](https://youtu.be/MvzIKhyX3gk): Hear I Am, Developer (team of 2) Sep/22 – Oct/22
  + Multi-sensory musical ear-training VR application
  + Rebooted Festival Edition world premiere at IAA Mobility 2023 in Munich! Aug/23 – Sept/23
  + Responsible for: gameplay coding, localization integration, UI layout and coding, some animation and sound effects, interaction integration, scene management, debugging, tutorial.
* Midterm Project: [Tower Defence](https://www.youtube.com/watch?v=r8vU14SOr6w), Developer (team of 3) Jul/22 – Aug/22
  + Unity’s Tower Defense Game, featuring Tuna Turner and Chick Norris!
  + Responsible for: Adapting level system for new characters, integrating new characters, debugging, developing demo level.

**XR Development,** Circuit Stream, *Online* Feb/21 – Apr/21

* The XR Development course is a 10-week, 50-hour live course focused on XR Development with Unity. Developed solid foundational skills in C# programming and the creation of VR and AR applications.

Project highlights:

* Capstone Project: [The New Recipe](https://www.youtube.com/embed/pR9aCtqeNy8), Developer (solo) Feb/21 – Apr/21
  + First chapter of a VR escape room game
  + Responsible for: Nearly everything except for downloading some 3D assets (also created some and altered others)
  + Upgraded to use XR Interaction Toolkit, proper lighting, App Lab prep June/23 – July/23

**Technical Theatre Diploma,** Mount Royal University, *Calgary* Sep/92 – Apr/94

* Two-year diploma with extensive academic and production requirements. Show credits in design, sound, and stage management; assignments in lighting, costume design, scenic painting, set/prop building, and production management.

**Business Analysis,** Mount Royal University, *Online* Jan/18 – Jul/20

* The Business Analysis Extension Certificate is a comprehensive 8-course, 120-hour program that follows the BABOK guidelines for Business Analysis professionals. Developed skills in change management, continuous improvement, requirements gathering and analysis, and Agile/Lean business practices.

**EMPLOYMENT**

**MJ Logs**, *Operations Manager* 10/19 – present

* As sole developer, created a comprehensive system (procedures and software) for managing workflow and file handling, automating image production and conversion, and tracking time, allowing non-technical staff to be retained even as production became more technical (most staff have more than 30 years with the company)
* As sole developer, created automated workflow (procedures and software) for well log digitizing that decreased production time by 75%
* Beta tested software for potential partnership opportunity and developed baseline requirements for acceptance.
* Currently supervise a staff of 8 production employees and 1 coordinator (includes training and support)

**MJ Logs (Systems)**, *Data Acquisition Coordinator*05/09 – 10/19

* Collected, analyzed, and cleaned data from multiple regulatory sources to create reference databases for log verification, resulting in identification accuracy rates of over 99%.
* Managed the release of confidential well information (0 instances of wells released early)
* Built and maintained excellent relationships with regulators, resulting in a corporate reputation for reliability and attention to detail.

**ACHIEVEMENTS**

* XR Developer Certification from Circuit Stream
* IIBA Certification (ECBA exam passed in July 2020)
* Diploma in Technical Theatre from Mount Royal University in Calgary, including production credits as Design Assistant, Sound Technician, and Stage Manager

**HOBBIES/VOLUNTEER WORK**

* Stage Manager for Performing Arts program for 10 seasons.
* Musician (play bass, flute, vocals and more) – on a mission to play an instrument from every family before I die!

~~—--------------------------------------------------------------------------------------------------------~~