

Neal Spellman

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Education

Becker College,
Worcester, MA
*Bachelor of Arts in
Interactive Media Design*

August 2015 – May
2018

Game Development &
Programming
Concentration

Skills

Computer Software:

Unity, Android Studio,
Visual Studio

Programming

Languages: C#, Java,
lua

Certifications:

[Professional Scrum
Master I](#)

Accomplishments

- Drove LEGO Universe engagement, 10 years after the game closed, using Twitch, Twitter, Discord and other social media to reach over 3.4k users on our last stream.

- Led the charge on modding LEGO Universe, including training members of the community and sharing information.

- Published findings on drop rates and other previously unresearched topics to the community.

Experience

PTC, Needham, MA

*AR Developer
Associate AR Developer*

November 2019 – Present
April 2018 – October 2019

- Wrote tools to streamline all interactions within headset apps, whether it be gaze, voice or gesture-based input for UX designers.
- Creating cross-platform apps from the ground up, leading architecture decisions and initial implementations.
- Worked on apps across multiple platforms, including Android based mobile devices and headsets like RealWear, the HoloLens 1 and 2, Magic Leap, and more.
- Led the charge on design implementations and brainstorming with UX for new features.
- Coached the rest of the team on Unity and led all upgrade processes for various Editor versions and vital packages.

Darkflame Universe

Cofounder/Producer/Community Manager

April 2013 – Present

- Managing the internal staff, including the 10 developers and 7 moderators.
- Acted as Project Manager and helped ensure vertical slices of gameplay were prioritized per sprint.
- Maintained a relationship with LEGO's Video Game department and the Community Engagement team to ensure we met legal standards and could continue operations.
- Supporting the 25,000+ registered users through engagement on Twitter, Discord, Twitch and our own forums.
- Created a network of content creators and other important LEGO Universe community members to discuss approaches to legal challenges, content development, safety and more.
- Spent time developing lua scripting mods for holiday events and new content.

Accipiter Studios, Worcester, MA

Lead Game Programmer

May 2017 – May 2018

- Managed a group of 5 programmers to create the studio's latest game, The Machine.
- Oversaw and mentored the studio in adopting Git for source control.
- Built stable releases weekly from the work of the programming team and hosted playtesting events.
- Worked on scripting for features like UI, progression, spatial mapping, etc.

Accipiter Studios, Worcester, MA

Game Programmer

August 2016 – May 2017

- Worked on two titles, Becker Quest and JayWalker, with a team of 2 other programmers.
- Designed JayWalker from a simple pitch document to a full game.
- Responsible for AI, UI, voice commands, and basic gameplay scripting.
- Balanced the games with feedback from local playtesting events.

Shipped Titles

Darkflame Universe

Role: Founder/Producer

Release Date: December 5th, 2021

Developer: Darkflame Universe

Platform: PC

[Information](#)

Vuforia Chalk (RealWear)

Vuforia Capture (RW)

Vuforia Capture (HoloLens)

Vuforia Vantage (Android, RW)

Vuforia Vantage (HL, Magic Leap)

Role: AR Developer

Developer: PTC

The Machine

Role: Lead Programmer

Release Date: April 27th, 2018

Developer: Accipiter Studio

Platform: HoloLens

[Store Page](#)

JayWalker

Role: Programmer / Designer

Release Date: April 27th, 2017

Developer: Accipiter Studio

Platform: HoloLens

[Store Page](#)

....many more applications supported at work and other new apps still in progress!