Paul Elliott's Resume

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Technical entrepreneur building Virtual Realities for 12 years.

Experience

Entrepreneur - *VizWorkshop Sp.* - 3D Engines, Android, Training, Javascript, WebGL
4 years : June 2014 - Present
- Accelerating Virtual Reality and Robotics projects as software development consultant.
- Teaching custom 1 to 5 day Virtual Reality development courses for universities and industry.
- Building Virtual Reality software for design firms with WebGL, Computer Vision and Android.

Technical Sales Manager - *WorldViz Inc.* - Project Management, B2B Sales, Consulting
4 years : April 2010 - May 2014
- Nurtured business customers to win sales for $4,000 to $100,000+ Virtual Reality projects.
- Led Virtual Reality projects by building teams with client, venders, internal coders and artists.
- Preferred sales manager for international distributors by integrating sales and technical support.

Software Engineer - *WorldViz Inc.* - 3D Graphics, Interaction Design, C++, Python
3.5 years : February 2005 - July 2008
- Developed Virtual and Augmented Reality applications for academia and industry.
- Sold $400,000 VR entertainment project, then led the design and programming.
- Contributed code and documentation to middleware Virtual Reality graphics engine.

Education

B.S. in Computer Science - *University of California, Santa Barbara* - Java, Linux
September 2002 - April 2006
- Favorite subjects: Human Computer Interaction, Artificial Intelligence.