Paul Elliott Resume

Technical entrepreneur building Virtual Realities for 12 years.

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Experience

Software Development Consultant - 3D Engines, Android, Training, Javascript, WebGL
4 years : June 2014 - Present
- Accelerating Virtual and Augmented Reality projects as software engineer.
- Teaching custom 1-5 day Virtual Reality development courses for enterprises.
- Researching novel 3D interactions using WebGL, Computer Vision and Android.

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

Software Engineer - *WorldViz* - 3D Graphics, C++, Interaction Design, 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 Virtual Reality graphics engine.

System Test Engineer - *CallWave* - Testing, C++, Networking
1 year : May 2004 - June 2005
- Designed and executed test plans for voice over IP software on part time basis.

Education

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