

# Remington Orange

(814) 227-8549 | rorange@psu.edu | [linkedin.com/in/remington-orange](https://www.linkedin.com/in/remington-orange)

*This Resume Version Offers Clickable Links For More Information*

---

## Education

**The Pennsylvania State University, Erie, PA**  
**Bachelor of Arts in Digital Media, Arts and Technology**  
*Graduation: May 2026 | GPA: 3.93*  
**Honors:** Dean's List (Fall 2022 - Spring 2024)

**Redbank Valley High School, New Bethlehem, PA**  
*August 2018 - June 2022*

---

## Experience

**Virtual and Augmented Reality Lab (VAR Lab) — Immersive Administrator**  
*November 2022 - Present*

- Managed a team developing an immersive app to explore Erie history using React Native, focusing on Penn State Behrend and family history.
- Built a custom arcade machine running retro games to boost visitor and staff morale.
- Utilized Lidar cameras and structured light scanners (Artec Eva, Artec Spider) to scan over 40 items and persons.
- Fabricated a custom turntable for structured light scanning, improving ease of use.
- Created an augmented reality sandbox ("Magic Sand") for educational visitor interaction.
- Designed logos, graphics, and clothing for the lab's brand.

**Borough of Wesleyville, Erie, PA — Graphic Designer**  
*January 2023 - Present*

- Designed an alternate flag and website icons for the borough.
- Created advertisements for the Wesleyville Fire Department and local contributions.

**Athena Erie, Erie, PA — Photographer**  
*October 2023*

- Appointed as the sole photographer for the annual Women's Leadership Award ceremony, based on a professor's recommendation.
- 

## Academic Projects

### **DIGIT 409 - Advanced Digital Creations** — *Project Lead*

*Fall 2023*

- Developed a 3-minute video using Blender and Adobe After Effects, showcasing animation, modeling, and texturing skills.
- Won Best in Show in the 2024 Spring Yahn Art Show for Digital Art.

### **GAME 250 - Technical Game Development** — *Project Manager*

*Fall 2023*

- Created a 5-level game in Unreal Engine featuring complex light interaction, winning the Best in Class Award.
- Modeled and textured all assets in Blender and Adobe Substance Painter.

### **DIGIT 210 - Large Scale Text Analysis** — *Simpsons Season Analysis, Team Member*

*Fall 2023*

- Developed a website using GitHub Pages to display and analyze data from four seasons of *The Simpsons* TV show, utilizing episode transcripts.
- Utilized HTML, CSS, and XML, along with other software for large-scale text analysis.

### **DIGIT 110 - Text Encoding** — *Dennis The Menace Comic Book Encoding, Team Lead*

*Spring 2023*

- Led a project to analyze and encode an issue of *Dennis the Menace* comic book series, using text encoding techniques.
  - Developed the project website using GitHub Pages, employing HTML, CSS, XML, and XSLT.
- 

## Technical Skills

- **3D Modeling & Animation:** Blender, Unreal Engine 5, Substance Painter
- **Graphic Design & Video Editing:** Adobe Illustrator, Premiere Pro, After Effects
- **Version Control & Collaboration:** GitHub, Microsoft Teams, Google Suite