# Ross Walter

Developer & Creative



# experience

#### Independent Contractor

Worked as a independent contractor for Landsat's outreach team to construct Interactive online educational content Goddard Space Flight Center Interactive Developer Feb 2022- Ongoing

#### **Associate Multi Media Specialist**

Worked as a freelance 3d animator for the Conceptual Image lab located in NASA Goddard and collaborated with scientists to visualize their findings.

Goddard Space Flight Center 3d Animator Sep 2021- Nov 2021

#### **NASA** intern

Created 3d animation and webpage interactives for the Landsat Communications
Team to promote their Camp Landsat campaign

Goddard Space Flight Center 3d Animator/ Unity Dev Jan 2021- Sep 2021

#### **Unity Developer**

Developed and created an interactive textbook in Unity with a team of professors to teach decision making on sea level rise. Virginia Tech 4-va Research Head Developer April 2018 - Dec 2021

#### **Content Developer**

Created digital content for interactive tutorials and virtual devices using Photoshop and xml. Joined the 'special projects' team to work on specific applications for clientele.

Ozmo, inc Junior Developer May 2018 - Jan 2021 I am a Creative, Developer, and 3d designer with a goal to blend artistry and technology. I have years of experience creating animation, digital content and interactive experiences.

#### contact

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### skills\software

- Blender
- Unity
- Adobe Creative Suite (After Effects, Photoshop, Premiere Pro)
- C#, Javascript, Java, Xml
- Processing
- Logic Pro X

## education

# BFA - Virginia Tech - School of Visual Arts (SOVA)

Completed two years in Pamplin School of Business before switching to Creative Technolgies.

Creative Technolgies GPA 3.38 Graduation Dec 2020

#### **New River Community College**

Took dual enrollment classes while in Junior and Senior year of Highschool