

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 interactivities 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 Technologies.

Creative Technologies
GPA 3.38
Graduation Dec 2020

New River Community College

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

Associates Degree
2014-2016