Brandon Startz

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CORE WORK EXPERIENCES

VR-developer, Helsinki, Finland

Freelancing: Ongoing

- Unity: Project design and interface development
- C# programming in VR environments for Oculus Rift, Quest 1 and 2
- Core skills: Systems analysis, project management, programming

Research Assistant: March 2020 – May 2021

MegaSense, Dept. of Computer Science, Helsinki, Finland

- UX: user journeys, data visualization
- iOS: app mockups and design, iOS mobile app development
- Core skills: Designing with Adobe suite, Swift programming

Research Assistant: August 2019 – March 2020

Ubikampus, Dept. of Computer Science, Helsinki, Finland

- IoT development: voice and QR/AR tag recognition for Nokia
- Work with consulting firm designing and developing Android application for the University of Helsinki
- Core skills: software development, IoT applications

Research Assistant: Jan. 2018 – July 2019

Ubiquitous Interaction (Human-Computer Interaction) Group, Dept. of Computer Science, Helsinki, Finland

- Co-development of an affective conversational agent with NLP for aiding users with mental health issues https://coadapt-project.eu/
- User research and prototyping for audience-targeted IT-projects
- Core skills: User research, prototyping, biometric equipment

EDUCATION

Masters of Arts in Video Game Design and Production

Aalto University - Helsinki, Finland Minor in Human-Computer interaction

Core skills: User experience, user interfaces, game programming

Aug. 2020 - Present

Bachelor of Science in Psychology Bachelor of Arts in Spanish

Oklahoma State University - Stillwater, OK, USA

Minor in Cognitive Science

Aug. 2013 - May 2018



C# - Game Programming **Python** - Recreational **Swift** - iOS app development



Adobe Photoshop Adobe XD Figma



English - Mother tongue
 Spanish - Conversational
 Italian - Conversational
 Swedish - Beginner
 Finnish - Beginner



Games and Media Hub: Founder and President. Game developers community.

Intelligenzia: University of Helsinki Cognitive Science student group.