

# Walter Rasmussen

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## Professional Experience:

May - Aug 2023 **Software Developer**, Alakazam Inc, Portland, ME

- Coded and designed interactions for a virtual lab classroom, used to assist remote learning for college lab courses
- Coordinated with client

Mar - Aug 2022 **Software Developer**, Standard Magic, Portland, ME

- Added mix of HTML and Unity UI features to web XR application

Feb – Jul 2021 **Software Developer**, AMRO Systems, LLC, Portland, ME

- Optimized 3D environments for use in web and mobile XR applications and documented optimization workflow

Sep 2017 - May 2020 **Senior Developer**, VEMILab, University of Maine, Orono, ME

- Developed XR experiences to aid Human-Computer Interaction research
- Aided junior developers in developing coding and Unity skills
- Aided demonstrations during tours of the lab

Jun - Aug 2016 **Field Data Collector**, John E. O'Donnell & Associates, Inc., New Gloucester, ME

- Collected residential property data

## Skills:

- **Unity:** Extensive experience
- **Blender:** General competence, geometry nodes as a speciality
- **Graphics Programming:** GLSL, HLSL, Signed Distance Fields, and Raytracing
- **Programming Languages:** Most comfortable with C family and python, any language is fine
- **Programming:** Object-Oriented design and Data-Oriented Design
- **Git:** General competence

## Other Experience:

- **Blender to Unity Workflow:** Blender script to reduce polys, fix UVs, and create LODs automatically
- **Blender Stackexchange:** <https://blender.stackexchange.com/users/157965/valalala?tab=answers>

## Education:

2020                      B.S. Computer Engineering, University of Maine Orono