

Photogrammetry Engineer & Python Tools Developer  
Photogrammetry Engineer & Python Tools Developer  
Unity C# Developer & Python Developer  
Grand Rapids, MI I'm a seasoned Unity Programmer and Digital Artist, who integrates well into teams and constantly studies and develops new skills and workflows, and learns new tools and APIs. Skilled in C#, Unity, Python, ZBrush, Substance Designer, Lighting and rendering, 3DS Max, all Adobe products, and way more ancillary utilities. You name it, I've dabbled in it. Versatile arts and design professional with a Bachelor of Applied Science (B.A.Sc.) focused on Digital Entertainment & Game Design from Ferris State University. Let's make something amazing together! Demo Reel: <https://youtu.be/s-2WM5x5XUI>  
GitHub: <https://github.com/MPrangle3D> ArtStation: <https://mprangle3d.artstation.com/> Blog: <https://mprangle3d.wordpress.com/> Authorized to work in the US for any employer  
Work Experience  
Photogrammetry Engineer & Python Tools Developer  
ADAC Automotive - Grand Rapids, MI November 2015 to Present  
Developed Python tools for streamlining internal pipeline ?  
Automated robot cell operations using Python & presented tech at a global conference ?  
Unity AR Product viewer developed using Vuforia and C#, for Android Technician  
Stryker - Portage, MI May 2015 to November 2015  
Working with Labview (Visual Programming) in data-rich Applications ?  
Multitasking and managing several ongoing projects  
Technician  
Hadley Products - Grandville, MI January 2007 to May 2015  
Developed interactive trade show experience with Unity, C#, and Arduino ?  
Programmed a state-of-the-art full-spectrum audio wave analysis device in LabVIEW ?  
Performed complex 3D geometrical analysis, and crunched large data sets in Visual Basic  
Graphic Consultant (Part-time)  
Ferris State University - Big Rapids, MI August 2009 to August 2011  
Collaborated with experts in different fields to reach an acceptable final UI & UX design  
Education  
Bachelor of Applied Science in Digital Entertainment & Game Design  
Ferris State University - Grand Rapids, MI December 2010  
Skills  
Git, Android, Unity, C#, OOP, S.O.L.I.D., Visual Studio  
Links  
<https://www.linkedin.com/in/mprangle3d> <https://github.com/MPrangle3D>  
<https://youtu.be/s-2WM5x5XUI> <https://mprangle3d.artstation.com>

Name: Rodney Ramirez

Email: [zstein@example.org](mailto:zstein@example.org)

Phone: (856)426-4210x0668