

Seth George

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Creative & Technical Operations Consultant

Annie Darling Art

Jun 2022 – Present

Keller Williams Silicon Beach

Mar 2020 – Feb 2021

Tools Used: Trello, Google Workspace, TC Workflow, Process Street, Airtable, Planoly and Zapier

- Implemented art tracking system for clients, improving efficiency and satisfaction.
- Organized artwork inventory and maintained project schedules, streamlining processes and ensuring timely completion.
- Improved client trust with a mental wellness-focused approach to problem-solving and feedback.
- Streamlined business operations by designing and executing automated processes, including real estate document management and client email list maintenance.
- Conducted regular client communication and progress meetings to ensure clear expectations and timely project completion.

VR / XR Researcher and Developer

Studio Zubio

Feb 2022 – May 2022

ISU VR Navigation Lab

Jan 2013 – May 2016

ISU Department of Education

May 2015 – Aug 2015

Tools Used: Spark AR, Python, Vizard, and Maya

- Designed and produced 3D assets for virtual reality experiments and classroom simulations
- Developed and implemented Python scripts using Vizard to conduct cognitive psychology studies
- Published research study in ACM Journals titled "Comparison of Two Methods for Improving Distance Perception in VR"
- Created procedural animation logic for augmented reality filters, manipulating 3D assets to achieve desired effects

Software Engineer

Random Made, LLC

July 2017 – Jan 2022

Optum

Jun 2018 – Mar 2019

Gopher Sport

Jan 2018 – Mar 2018

Tools Used: C#, NUnit, Unity, JavaScript, MySQL, OpenSpan, SpecFlow, Gherkin, and Confluence

- Streamlined call center operations by automating manual data entry tasks
- Applied acceptance test-driven development methodology by writing comprehensive acceptance tests
- Developed and maintained documentation on standards and procedures
- Led the successful launch of four eCommerce websites for a sports equipment catalog
- Customized CMS functionality to improve front-end content display and user experience

Machine Learning Robotics Lab Technician

Osaro

Dec 2016 – Aug 2017

Tools Used: C++, Python, OpenVR API

- Managed and operated robots for ML experiments, collecting data from various sensors and simulations
- Developed C++ and Python code to pilot robots using Vive controllers
- Optimized machine learning model results by analyzing data, tracking performance metrics, and conducting experiments based on test plans and requirements from R&D and product teams.
- Collaborated with AI and robotic control teams to resolve errors and improve system performance, while curating data sets to improve neural network generalization.
- Provided frequent progress updates and findings to the CEO, as I was on all teams.

Iowa State University of Science and Technology

Class of May 2016

Software Engineering, Bachelor of Science

Psychology, Bachelor of Science