ALEX VUONG

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Project portfolio: https://sites.google.com/view/alex-vuong-portfolio/home

WORK EXPERIENCE

Meteor Studio (research lab) @ Arizona State University - multiple roles

- **Technical Project Manager for EdTech VR development teams** May 2022 – July 2024
  - o Over span of 2 years, mentored ~25 colleagues with Unity C# code reviews, 3D model critiques, and version control training, as a consultant for 4 other teams
  - o Managed Unity production pipeline, Blender assets, and QA testing using Jira, Trello, Git, Plastic SCM, and Python scripting across 2 teams of 7-8
  - o Shipped VR classroom application for ~60 School of Business students, with 80% increase in student ratings against traditional business courses
  - o Maintained relationships with non-technical stakeholders and tracked requirements using Scrum+Kanban workflow over 13 months
  - o Technical writer/editor for ASU-wide manuals, including proprietary SDK user guide and PlasticSCM version control manual (~75 pages total)

- **XR Creative Developer for haptics research team** Dec 2020 – May 2022
  - o Launched project for mining industry VR application, conducting discovery interviews of five subject-matter experts in heavy vehicle operations
  - o Created haptic rigidbody simulations in Unreal 4 + SteamVR, using proprietary SDK to design fingertip-scale touch sensations
  - o Led training and created SOPs for haptics hardware used by team of 5, ensuring daily reliability and preventing hardware damage for 9 consecutive months
  - o Tested and deployed electro-mechanical Arduino device for 30 users on research study: [ACM TEI '23] Geppetteau: Enabling haptic perceptions of virtual fluids…

PROJECTS

Animation Producer & Pipeline TD for 3D short film "WEAVER" Aug 2023 – May 2024

  - o Maintained itemized production schedule for team of six (4 artists, 1 sound, 1 writer)
  - o Directly tested and approved all 3D assets, including character IK rigs and procedural FX
  - o As pipeline engineer, set up Airtable relational database for shot tracking, Perforce server hosted on Google Cloud, and Perforce plugin for Blender using Python
  - o Hosted 2/week production meetings, wrote technical guides, enforced naming conventions

EDUCATION

Arizona State University Media Arts & Sciences B.S. *(partial)*

- *Relevant coursework:* Software Engineering & Design Patterns, C++ Data Structures & Algorithms, Procedural Animation for Unity, Optitrack Mocap for UE4, 3D Tech Art in Blender

SKILLS

- *Software:* Unity, Unreal, C#, C++, Python, Blender (nodes, rigging, modeling), Motive (optitrack mocap), Linux (Bash scripting), Git, Perforce, Airtable, MediaWiki, Davinci Resolve, Photoshop, Illustrator
- Gamedev-focused project management for hybrid teams (leadership, training, conflict resolution)
- Public speaking & presenting (taught XR development workshops at ASU)
- Highly independent learner - can self-teach w/ minimal supervision