Barry W Hubler

Virtual Reality and Augmented Reality Developer

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BarryHubler.com

EDUCATION

Boise State University, Boise, ID — *GIMM*

August 2018 - May 2021 (Projected graduation)

Games, Interactive Media, and Mobile

Boise State University, Boise, ID — *Marketing*

May 2003 - December 2007

Emphasis on International Business

Minor in Japanese

EXPERIENCE

Teaching Assistant — *College Track*

Helped students learn app development in X Code

August 2020 – June 2021

US Navy — *Petty Officer Third Class*

Honorable Discharge

PROJECTS

Driving Simulator — *Elks Rehabilitation Hospital*

In a group we created a driving simulator for the Elks Rehabilitation Hospital to train, test, and analyze results for patients who suffered from strokes or physical injuries resulting in a prolonged inability to drive. It was built in Unity.

Operation Hawk — *Augmented Reality Scheduling App*

In a group we created a scheduling app for students in the Boise School District. The App has a therapist set up a schedule for the student, and the app uses augmented reality to lead the student to where they need to be. We developed this app in Xcode

Grocery VR — *Virtual Reality Grocery Shopping Simulator*

This was also done for the Boise School District. It's purpose is to teach students how to use a grocery store. It was built in Unity

SKILLS

Virtual Reality Development

Augmented Reality Development

Video Game

Mobile Application Development

Animation

Video Editing

 3d Printing

AWARDS

Dean's List, with highest honors- For 3 consecutive semesters.

LANGUAGES

C#, Swift, ActionScript, JavaScript, HTML,

SOFTWARE EXPERIENCE

Adobe Creative Suite (Photoshop, Premiere, Animate), Unity Realtime Development Platform, Visual Studio, Unreal Engine 4, X Code, Maya, Blender