

Barry W Hubler

Virtual Reality and Augmented Reality Developer

7105 E. Highland Valley Rd.
Boise ID, 83716
barryhubler@u.boisestate.edu
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