David Wikstrom

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https://dwikit.github.io/#

SKILLS

XR/AR Development

Unity and Unreal Engine

Haptic Device Integrations

Database Integrations

Hardware and Software Troubleshooting

Teaching and Mentoring

Curriculum Creation

RECENT PROJECTS

Mars Desert Research Station VR

CDL Driver Training Simulator

Wheelchair Simulator

Adventure Climb VR

Europa VR

VOLUNTEER EXPERIENCE

Bellevue College XR Lab Consultant

ACHIEVEMENTS

USAF Achievement Medal

USAF Good Conduct Medal

Mars Society Outstanding Service Award

Career Summary

Ex-Air Force member and current Project Manager and Extended Reality developer with a passion for immersive experiences, assistive technologies, and service to my country. My work experience includes managing and developing XR projects and applications utilizing Unity and Unreal Engine. Promoting team collaboration and development while envisioning project design to meet and exceed client expectations. Seeking to work with high-performing teams to push the boundaries of virtual experiences and technology, grow my skill sets, expand our capabilities, and provide service through meaningful work opportunities.

Work Experience

Project Manager and Lead Extended Reality Developer

July 2021 – Present, MXTreality, Seattle, WA

- **Project Management**: client relationship building, project requirements gathering, utilization of agile development and other workflows, creation of project timelines, setting of team goals, start-to-end project creation and delivery, which includes educational materials and instructions, software installation and physical demos, technical setup and verification, and continued development and partnerships.
- **Lead Development**: development and implementation of application systems, interaction systems, event sequences, level design, database integration, analytics, audio systems, particle systems, feedback systems, UI/UX, gameplay and optimization, utilization of various engines and technologies, such as Unity or Unreal Engine and sensory technologies, to create immersive XR experiences, meet client requirements, and exceed expectations.

Lead XR Lab Specialist (Current - Professional Consultant)

January 2020 – July 2021, Bellevue College XR Lab, Bellevue, WA

- Supervise and mentor student employees/interns and provide training to XR Lab staff, BC faculty, and students as required.
- Multi-year mentor of App Dev. Capstone teams in creating VR applications, including providing Unity support, UI/UX design, player interactions, locomotion systems, and best practices.
- Promote/run XR Lab events, attend GameJams, host Unity coding workshops, and develop workshops and lesson plans in collaboration with faculty and senior XR Lab staff.
- Manage XR Lab equipment, including software installations, hardware/software troubleshooting, tracking, and equipment distribution.
- Research and implement XR applications and devices to augment educational classrooms and provide equitable access to the educational environment through groundbreaking technology.

Electric and Environmental Systems Specialist

October 2010 - January 2017, United States Air Force, USA

- Inspection and maintenance of all electrical and environmental systems and subsystems of McGuire AFB C-17 Globemaster aircraft, valued at $2.6B.
- Performed phased & special inspections, R&R of components, troubleshooting, and repair of aircraft physical, bleed air, and electrical systems.
- Utilize C-17 Globemaster-specific technical data and test equipment to ensure positive control, serviceability, and repair of installed system components.

Education

College/University

- ***Bellevue College, Bellevue, WA***
  Bachelor of Applied Science - Information Systems– Application Development
  January 2018 – June 2021
- ***Community College of the Air Force - Air University***
  October 2010 - 2016

Intermediate Japanese

- ***Kudan Institute of Japanese Language, Tokyo, Japan***
  December 2007