





Erickson Paschke

EricksonPaschke.com

Interactive media enthusiast and software engineer, specializing in VR, Unity, and C#. I aspire to create new experiences for the world.

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EXPERIENCE

Holberton School, New Haven CT — *Student Tutor*

January 2021 - November 2021

Coached and tutored 4 students attending Holberton on their Fullstack Software Engineering program.

Fusion Academy, Fairfield CT — *TechLab Teacher*

AUGUST 2019 - SEPTEMBER 2020

Taught 1 on 1 programming and technology classes involving python, html, and how to build projects with an Arduino and an Oculus Go.

The Pinnacle School, Stamford CT — *Computer Science Teacher*

JANUARY 2020 - SEPTEMBER 2020

Taught programming to roughly 20 different students in 2nd to 11th grade programming, 3d printing, robotics and unity.

PROJECTS

VaporBall VR — *Unity VR Project* [Github Link](#)

- Fully Networked VR Multiplayer pvp arena game
- Acted as Lead Tech Artist and level designer
- Built with Photon Pun 2 and Open XR and XRI Toolkit
- Group Project coordinating between a team of 3 people

Spectrosium — *3D Unity Game* [Devlog Link](#)

- Solo Personal Project made with the Unity Game engine
- In charge of all design, art, and coding
- Ongoing documentation with devlog updates

AirBnb Clone — *FullStack project* [Github Link](#)

- Full website and backend designed and coded for a remote server
- Built with Python, HTML, Javascript and SQL, all hosted with Flask
- Working RESTful API created to access backend database

EDUCATION

Holberton, New Haven CT — *Full Stack Software Engineering Certificate, Augmented Reality and Virtual Reality Specialization*

SEPTEMBER 2020 - MAY 2022

Champlain College, Burlington VT — *B.S. Game Art & Animation*

SEPTEMBER 2009 - APRIL 2014

SKILLS

Unity

Maya

Git

Blender

Visual Studio

Shader Graph

Rigging

Animating

Teaching

PROGRAMMING LANGUAGES

C#

Python

C

JavaScript

HTML

CSS

SQL

C++