

# Erickson Paschke

XR Developer / Software Engineer

Aspiring to bring new experiences to the world.



[epaschke22](#)



[Erickson Paschke](#)



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## PROJECTS

### VaporBall VR — Unity VR Project

- Fully Networked VR Multiplayer pvp arena gameplay
- Created fully rigged and animated player characters with IK
- Built with Photon Pun 2 and Open XR and XRI Toolkit
- Group Project coordinating between a team of 3 people

### Personal Game Prototype — 3D Unity Game

- A Third Person Platformer made with custom rigged assets
- Player character can unlock/swap attachments in GUI
- Each attachment can change color and affects gameplay

### AirBnb Clone — FullStack project

- 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

## EXPERIENCE

### 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 2nd to 11th grade programming, 3d printing, robotics and unity with classroom sizes 1 to 5.

## EDUCATION

### Holberton, New Haven CT — Software Engineer Certificate

SEPTEMBER 2020 - MAY 2022

Full-Stack engineering curriculum followed up by AR/VR Specialization Course. Spent 11 months working as a Student Tutor helping the following cohort's students.

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

SEPTEMBER 2009 - APRIL 2014

Art focus Bachelor's of Science dedicated to making graphics in video games.

## SKILLS

Unity

Maya

Git

Blender

Visual Studio

Shader Graph

Rigging

Animating

Teaching

## PROGRAMMING LANGUAGES

C#

Python

C

JavaScript

HTML

CSS

SQL