

HENRY DUHAIME

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EDUCATION

Georgia Tech | *MS in Human-Computer Interaction*

Dates: Aug. 2018 - Present

GPA: N/A

University of Michigan | *BSE in Computer Science*

Dates: Sept. 2014 - Apr. 2018

GPA: 3.86/4.00 (summa cum laude)

SKILLS

AR/VR:

- Vuforia
- Cardboard
- Oculus Rift

Programming:

- C/C++
- HTML/JavaScript
- Python

Game Development:

- Unity
- UE4
- JIRA

Creative:

- Illustrator
- Photoshop
- InDesign

EXPERIENCE

SpellBound Augmented Reality | *Product Head*

Jun. 2016 - Aug. 2018

- Designed and implemented 5 AR experiences for pain and anxiety management in pediatrics
- Prototyped new platform and gameplay mechanics, one of which holds a utility patent
- Conducted usability research with patients, researchers, and child life specialists

Universal Pictures | *Film Technology Intern*

Jun. 2017 - Aug. 2017

- Developed frontend web applications to simplify access to file storage systems
- Vetted 3D capture and visualization technologies for use in film production
- Documented and tested contracted software from vendors

University of Michigan | *Communications Researcher*

Sept. 2014 - Apr. 2015

- Simulated radio tower signal strength to estimate the audience of historic programs
- Created visuals to present research findings in my advisor's publication (Vaillant, Across the Waves)

INVOLVEMENT

Alternate Reality Initiative | *Co-Founder*

Arbor eSports | *Director*

SEDS@UM | *VR Consultant*

Code M | *Former President*

PROJECTS

EECS 494: Video Game Design | *Critter Cave-in*

Description: A 2D platformer in which players must ascend a crumbling mineshaft while battling for control of an all-powerful mining rig

Tasks: Team lead, player state, boss mechanics, 2D art

EECS 498: Accessible Software | *Skysight*

Description: A camera system that provides wheelchair users with a panoramic view of their surroundings and notifications when they are approaching obstacles

Tasks: Image stitching, camera calibration, UI

MICHR | *Remy's Journey*

Description: An augmented reality experience bundled with a children's book for use in a research study to test the effectiveness of experiential learning

Tasks: Game design, AR implementation, PM

TOPICS

- AR/VR development and video game design
- Computer vision and natural language processing
- Web systems and security
- Multi-threading and synchronization