

Geoff Musick

Skilled in Video Game Development, Entrepreneurship, Educational Technology, Agile Process, and Programming. Strong researcher and developer in the fields of virtual reality and human centered computing.

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EXPERIENCE

Clemson University, Clemson, SC — Researcher

JAN 2019 - PRESENT

Research involves human autonomy teaming and human autonomy interaction. Teaching assistantship responsibilities involve teaching scrum and the agile process.

Osmosis Games, Nashville, TN — Founder/Developer

JUN 2017 - PRESENT

Founder and developer for Osmosis Games, an educational video game company.

Lipscomb Academy, Nashville, TN — Teacher/Coach

AUG 2014 - MAY 2017

High school Physics, Chemistry, and AP Biology teacher. Additionally served as the head coach for the high school cross country teams.

EDUCATION

Clemson University, Clemson, SC — PhD, Human Centered Computing

JAN 2019 - PRESENT

Lipscomb University, Nashville, TN — M. Ed - Instructional Practice

AUG 2014 - MAY 2016

Lipscomb University, Nashville, TN — BS - Biochemistry

AUG 2009 - DEC 2013

PROJECTS

Phys 1

Educational video game that teaches students kinematics (velocity, acceleration, projectiles, free fall, etc.) Available on the App Store, Google Play Store, Mac Store, and the Windows Store.

Phys 2

Educational video game that teaches dynamics through experiences and free body diagram puzzles. Same availability as above.

Virtual Reality Field Experience (VRFE)

VR research project that teaches geology through a grand canyon simulation. Research involves Google Cardboard, HTC-Vive, and the Pimax 8k HMD.

SKILLS

Unity

C#, C++, C, JavaScript, Python

Microsoft Azure