

KYLE MORRISON | curriculum vitae

My interests and technical expertise include design and development of virtual reality experiences, game design and development, empathy in virtual environments, web development, programming languages, digital media production, entertainment, and software engineering.

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EDUCATION

Master of Fine Arts | Dramatic Media Production

University of Georgia

Graduation Date: May 2018

Current GPA: 3.99

Bachelor of Science | Information Technology

University of Missouri

Graduation Date: May 2015

GPA in Major: 3.081

HONORS

University of Missouri Deans List 2014 – 2015

University of DeVry Deans List 2009 – 2011

A+ Certification 2008, CCNA – CCNA2 2008

2nd Place UPE CS & IT Showcase 2015

Best Editing MU Valentine's Day Film Fest 2015

1st in FBLA District Web Design Contest 2008

SKILLS

C, C++, C#, Perl, Java, MEL, CSS, JavaScript, JSON, jQuery, PHP, and HTML

3D modeling, animation, and rigging with Maya

Virtual experiences and game development with Unity and Unreal Engine

Adobe Creative Suite, Microsoft Office Suite, iLife, and iWorks products

EXPERIENCE

3D Modeler and Programmer, Games and Virtual Environments Lab

University of Georgia, Athens, Georgia

August 2016 – Present

- Programmed VR experiments in C# and Unity
- Developed immersive 3D virtual environments and original software for researching influence factors, decision making, and perception

Graduate Research Assistant, Ideas for Creative Exploration (ICE)

University of Georgia, Athens, Georgia

August 2015 – Present

- Created collaborative works across multiple disciplines
- Facilitated collaborative projects and proposals with faculty, students, and community members

Peer Learning Assistant , Introduction to Entertainment Media University of Missouri College of Engineering, Columbia, Missouri <ul style="list-style-type: none"> ▪ Provided support for students completing projects in Adobe Photoshop and Acid Pro ▪ Graded all projects and test material submitted by thirty students 	August 2014 – May 2015
Audio Engineer , Voice of Literacy University of Missouri College of Education, Columbia, Missouri <ul style="list-style-type: none"> ▪ Performed as audio technician during interviews by maintaining audio and interference levels while recording audio with audacity ▪ Edited and distributed interviews for online publication by cutting audio and removing unwanted noise 	January 2014 – May 2015
Technical Support , The Reflector University of Missouri College of Education, Columbia, Missouri <ul style="list-style-type: none"> ▪ Provided technology support for all students and faculty ▪ Checked-out, checked-in, and serviced technology equipment and resource material ▪ Demonstrated creative software such as Adobe Creative Suite and iLife to five classes with an average of thirty students 	April 2013 – May 2015
Web and Graphic Designer , Luebbering Photography Holts Summit, Missouri <ul style="list-style-type: none"> ▪ Designed all aspects of the Luebbering Photography image such as the logo, business cards, magnets, and promotional material ▪ Managed Luebbering Photography's website and the design ▪ Edited photos to remove blemishes and add visual effects 	February 2010 – Present
Geek Squad Agent , Best Buy Geek Squad Jefferson City, Missouri <ul style="list-style-type: none"> ▪ Assisted customers with service and repair issues ▪ Performed computer installations and technical support 	February 2010 – July 2010

PROJECTS

Mirror World Behavioral Research VR Experiment Programmer and Designer <ul style="list-style-type: none"> ▪ Textured and corrected meshes on assets in Autodesk Maya ▪ Designed and implemented character using Fuse and Unity 	September 2016
Windward (Working Title) Desktop VR Game Programmer and Designer <ul style="list-style-type: none"> ▪ Designed and programmed open world exploration game using C#, Unity, and Vive SDK ▪ Modeled, animated, and textured objects using Autodesk Maya ▪ Implemented navigation system using the Vive SDK and C# 	September 2016
Public Speaking Simulator Desktop VR Experience Programmer and Designer <ul style="list-style-type: none"> ▪ Designed and programmed game using C#, Unity, and Oculus SDK ▪ Modeled, animated, and textured objects using Autodesk Maya ▪ Programmed multiplayer networking architecture ▪ Implemented hand tracking using the Leap Motion SDK ▪ Implemented live feedback from virtual viewers 	May 2016

VR Maze Racing | Android VR Game

April 2016

Programmer and Designer

- Designed and programmed a maze based strategy game using C#, Unity, and the Cardboard SDK
- Modeled, animated, and textured objects using Autodesk Maya

“in image of” | Video Installation

February 2016

Videographer, Animator, and Editor

- Rotoscoped and animated scenes using Adobe Photoshop
- Filmed and directed choreographed dance scenes
- Edited footage using Adobe After Effects and Premiere
- Created a Max MSP patch to control video installation

Mimeo | Android VR Game

February 2016

Programmer and Designer

- Designed and programmed puzzle based strategy game using C#, Unity, and GearVR SDK
- Modeled, animated, and textured objects using Autodesk Maya

UGA Graduate Acting Ensemble | Website

January 2016

Web Developer

- Designed website for the Graduate Acting Ensemble at UGA
- Programmed site using HTML, CSS, and JSON

Black Lives Matter Project | Website

December 2015

Web Developer

- Designed website for an undergraduate’s Black Lives Matter data visualization thesis project
- Programmed site using HTML, CSS, and JSON

UniVirt | Desktop VR Experience

May 2015

Designer, Programmer, and Team Lead

- Led small team in creating a virtual tour of a section of campus at MU
- Modeled and textured buildings and objects using Autodesk Maya
- Designed and programmed game using blueprints, Unreal Engine, and Oculus SDK

VR to IRL | Windows Program

February 2015

Designer and Programmer

- Created an application that allowed the user to switch between a windowed Oculus application and a webcam attached to the front of an HMD with gestures provided by the Leap Motion SDK
- Designed a portable solution to allow a VR workstation to be easily transported on the user’s back

ShoutOut! | Android Application

October 2014

Designer and Programmer

- Created the design for an application that provided socially relevant information provided by nearby users
- Helped build UI using Android Studio and Adobe Photoshop

Professional Development

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| ▪ President Idea Lab, UGA Interdisciplinary Student Organization | 2016 – Present |
| ▪ Vice President Society for Students in Animation, UGA Chapter | 2016 – Present |
| ▪ Member Georgia Game Developers Association, Athens Chapter | 2015 – Present |
| ▪ Member Association for Computing Machinery, UGA Chapter | 2015 – Present |
| ▪ Member Tau Sigma Honor Society, MU Chapter | 2012 – 2015 |