

KYLE MORRISON | curriculum vitae

My interests and technical expertise include researching, designing, and developing extended reality experiences, simulation engineering, game design and development, empathy in virtual environments, programming languages, and digital media production.

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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: 3.258

HONORS

Nominated for Engineer of the Year – 2019
University of Missouri Deans List 2014 – 2015
University of DeVry Deans List 2009 – 2011
Best Game Athens Game Jam 2017

2nd Place UPE CS & IT Showcase 2015
3rd Place and Best Design Hack GSU 2017
Runner Up HoloHack 2016 Atlanta
3rd Place UGA Hacks 2016

SKILLS

Virtual, Mixed, and Augmented simulations and experiences with Unity and Unreal Engine
C, C++, C#, Perl, Java, MEL, CSS, JavaScript, JSON, jQuery, PHP, and HTML
3D modeling, animation, and rigging with Maya and Blender
Adobe Creative Suite, Microsoft Office Suite, iLife, and iWorks products

EXPERIENCE

Simulation Engineer, Collins Aerospace
Portland, Oregon

June 2018 – Present

- Using VR technologies to develop an immersive 3D virtual cockpit environment for pilots flying in a Flight Deck Simulator
- Modeling in Blender and programming in C#, C++, and Unity to link to CORESIM using UDP messages and a NetVDN
- Helping maintain and improve existing flight simulator programmed in C++ and C# with CORESIM architecture

- 3D Modeler and Programmer**, Games and Virtual Environments Lab August 2016 – May 2018
University of Georgia, Athens, Georgia
- 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) August 2015 – May 2017
University of Georgia, Athens, Georgia
- Created collaborative works across multiple disciplines
 - Facilitated collaborative projects and proposals with faculty, students, and community members
- Peer Learning Assistant**, Introduction to Entertainment Media August 2014 – May 2015
University of Missouri College of Engineering, Columbia, Missouri
- Provided support for students completing projects in Adobe Photoshop and Acid Pro
 - Graded projects and test material submitted by thirty students
- Audio Engineer**, Voice of Literacy January 2014 – May 2015
University of Missouri College of Education, Columbia, Missouri
- Performed as audio technician during interviews by maintaining audio while recording audio with audacity
 - Edited and distributed interviews for online publication by cutting audio and removing unwanted noise
- Technical Support**, The Reflector April 2013 – May 2015
University of Missouri College of Education, Columbia, Missouri
- 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
- Web and Graphic Designer**, Luebbering Photography February 2010 – June 2018
Holts Summit, Missouri
- Designed all aspects of the Luebbering Photography image
 - Managed Luebbering Photography's website and the design
 - Edited photos to remove blemishes and add visual effects
- Geek Squad Agent**, Best Buy Geek Squad February 2010 – July 2010
Jefferson City, Missouri
- Assisted customers with service and repair issues
 - Performed computer installations and technical support

PROJECTS

HUD VR Trainer | Collins Aerospace

September 2018

- Used VR technologies to develop an immersive 3D virtual cockpit environment to train on and market HUD technology
- Modeled in Blender and programmed in C#, C++, and Unity to link to CORESIM using UDP messages and a NetVDN

Vaccine World | Behavioral Research VR Experiment

September 2017

Programmer and Designer

- Experiment designed to teach participants about the flu vaccine
- Designed and programmed game using C#, Unity, and Vive SDK
- Modeled, animated, and textured objects using Autodesk Maya

Paint World | Behavioral Research VR Experiment

November 2017

Programmer and Designer

- Experiment designed to research branding effects on objects
- Modeled and textured objects using Autodesk Maya

Oreo World | Behavioral Research VR Experiment

November 2017

Programmer and Designer

- Experiment designed to research branding effects on object
- Designed and programmed game using C# and Unity
- Modeled, animated, and textured objects using Autodesk Maya

Bike World | Behavioral Research VR Experiment

October 2017

Programmer and Designer

- Experiment designed to research virtual worlds distraction from pain
- Designed and programmed game using C# and Unity
- Modeled, animated, and textured objects using Autodesk Maya

Fruit Punch! | Desktop/Mobile AR Card Game

April 2017

Programmer and Designer

- Designed and programmed game using C#, Unity, and Vuforia SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented image recognition and card augmentation using C#

slimGYM VR | Desktop VR Game

April 2017

Programmer and Designer

- Programmed workout simulator using C#, Unity, and Oculus SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented voice controls, workout training, and NPC AI using C#

Swamp Hatch | Desktop VR Game

January 2017

Programmer and Designer

- Designed and programmed frog adventure game using C#, Unity, and Oculus SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented locomotion system and NPC AI using C#

Stickygrams | Mobile AR Application

December 2016

Programmer and Designer

- Augmented Reality application for HoloLens that allows users to leave holographic messages to their friends and the public
- Designed front-end user experience using C# and Unity.
- Placed as a runner up in Holohack 2016 in Atlanta, GA

World Tour Z | Desktop VR Game

October 2016

Programmer and Designer

- Programmed procedurally generated bike sim C#, Unity, and Vive SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented bike and running locomotion system using C#
- Won 3rd Place at University of Georgia Hackathon

Mirror World | Behavioral Research VR Experiment

September 2016

Programmer and Designer

- Textured and corrected meshes on assets in Autodesk Maya
- Designed and implemented character using Fuse and Unity
- Featured project at FutureX Live 2016

Starboard | Desktop VR Game

September 2016

Programmer and Designer

- Designed and programmed using C#, Unity, and Vive SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented navigation system using the Vive SDK and C#
- Featured project at FutureX Live 2016

Public Speaking Simulator | Desktop VR Experience

May 2016

Programmer and Designer

- 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

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

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

Luebbering Photography | Business Design

April 2011

Graphic and Web Designer

- Designed all aspects of the Luebbering Photography image
- Managed Luebbering Photography's website and the design
- Edited photos to remove blemishes and add visual effects

Book Chapters

Kyle Morrison, Jessica McCain, and Sun Joo Ahn (2019). "Video Games and Behavior Change"
In Atrill-Smith, A. *The Oxford Handbook of Cyberpsychology* (pp. 509-531). Oxford
University Press.

Presentations

Guest Speaker | University of Missouri XR hackathon

February 2021

Guest Lecturer | University of Missouri VR Class

October 2020

University of Georgia | Idea Lab Conversation | Kyle Morrison

September 2020

Professional Development

President | Idea Lab, UGA Interdisciplinary Student Organization

2016 – 2018

Vice President | Society for Students in Animation, UGA Chapter

2016 – 2018

Member | Georgia Game Developers Association, Athens Chapter

2015 – 2018

Member | Association for Computing Machinery, UGA Chapter

2015 – 2018

Member | Tau Sigma Honor Society, MU Chapter

2012 – 2015