NICHOLAS SAUNDERS

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SUMMARY/OBJECTIVE

To meet and exceed expectations with an outstanding impact on the end user by writing clean, performant code and creating exciting, impactful interactive experiences.

EXPERIENCE

Freelance: Software Engineer - Unity Development (Oct 2018 - Present)

Multi Image Group: Software Engineer : Research and Development (May 2017 - Oct 2018)
Research and develop with the latest interactive technology for a large corporate productions company that specializes in corporate and educational events; 3D designs; set-building; complete audio, video, lighting, special effects and production. Tasked with development and implementation of technological experiences intended to be quickly learned by the end user.

- **"Welcome Center" Interactive Augmented Reality (AR)** - Unity and Vuforia API
    - Created an informational AR experience where users navigate through different floating islands with information and interactive models
    - Designed an intuitive user interface and refined user interaction
    - Used target-based AR seamlessly integrated into a large printed map
    - Optimized performance for the iOS, Android, and Universal Windows Platform
- **Neighbors Virtual Reality (VR)** - Unity and SteamVR API
    - Constructed a VR sandbox tech demo designed for two players on one Vive system. Players explore the surroundings to locate and combine objects to destroy their neighbor's house
    - Came up with a system where player One has the HMD and a controller, and Player Two has a controller-mounted display and controller which allow them to interact and be separated in the in game world
- **Racing Simulator VR** - Unity and Oculus API
    - Made a racing game designed for use with Talon Simulations VR chair, steering wheel, pedals, and the Oculus Rift headset
    - Built a checkpoint and mini-map system to keep the user on the track and to ensure they are going the correct direction
    - Constructed a system to maintain and record the lowest times in minutes, seconds, and milliseconds, then post them on a local leaderboard
- **Interactive Hololens demo** - Unity and Microsoft Hololens API
    - Created an interactive video player, 3D model viewer, and augmented RC truck for the Microsoft Hololens. All of these elements were contained in a central place
    - Used environmental based AR tracking with the Hololens depth mapping
    - Manipulated the Hololens gesture recognition for user input and control

More information about my experience and projects can be found at www.sauntic.com.

EDUCATION

Associates of Arts - Engineering
Santa Fe College 2014 - 2016

Bachelors of Arts - Digital Arts and Sciences
University of Florida Digital Worlds Institute 2016 - 2017

SKILLS

- Unity 3D and C#
- Adobe Suite
- Autodesk Maya
- Javascript/HTML and WebGL
- Eclipse IDE
- Processing IDE

SPECIALTIES

- AR App Development
- VR Development
- Mobile Development
- Interactive Development
- Unity Engine
- Super Smash Brothers Melee