Seth George

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Education

Iowa State University of Science and Technology — Class of Spring 2016
Software Engineering, Bachelor of Science
Psychology (Cognitive Focus), Bachelor of Science — GPA: 3.1

Languages

Java	5 years
C#	3 years
C	3 years
C++	2 years
Python	2 years
QT / QML	1 year
SQL	1 year
XML	1 year
HTML / CSS	1 year
JavaScript	1 year
WebGL	1 year

Software Tools

Vizard	3 years
Maya	3 years
Unity 3D	4 years

Skills & Competencies

Troubleshooting
Communication
Organization
Project Management

Relevant Experience

ML Robotics Lab Technician and VR Pilot
Osaro, inc — *12/2016 - 8/2017*

- Pilot and maintain robots
- Collect data and perform machine learning experiments
- Write python code as needed
- Provide end user consultation as needed
- Wrote controllers to control robots with the Vive

Research Assistant and VR Developer
VR Navigation Laboratory at ISU — *04/2013 - 05/2016*

- Created virtual environment for VR devices with Maya
- Wrote python scripts for Vizard to conduct studies
- Researched depth perception in virtual environments
- In the process of being published for study
- Study poster presented at the Psychonomic Society Annual Meeting in Boston, MA

3D Graphics Designer
Department of Education at ISU — *Summer of 2015*

- Made 3D assets for virtual classroom
- Created meshes and UVs with Maya
- Created textures with Photoshop
- Models were donated to the open source community

Related Projects

Vive Robot Controller

Python, C++ *2017*

The Vive robot controller was a project at Osaro, a startup focused on machine learning. The goal was to develop software for a robotic arm that allowed remote control from an HTC Vive controller. Using this new software, a user can more intuitively control the arm in 3D space and thus speeds up data collection. C++ was used for controlling and interfacing with the robot, and Python was used for data output.

A.I.one

C#, Unity3D, Git, and Trello *2016 – 2017*

A.I.one is a space mystery virtual reality game developed in Unity3D. I am the producer and project owner of a multidisciplinary team. As lead, I was responsible for ensuring communication and team cohesion, making sure tasks are completed, and fulfilling any roles needed such as software engineer, software architect or technical artist.

VR Research Project

Python, Vizard, Maya *2013 – 2016*

The research paper I worked on for the Navigation Laboratory at ISU was titled “Comparison of Two Methods for Improving Distance Perception in Virtual Reality”. During the project I taught myself how to use Maya to create the virtual environment needed for our experiment, how to use the Vizard virtual reality software used to run scripts for research projects, and wrote said scripts needed to build the scene and run the experiment.

Mind Maze

C++, QT, Git, and OpenGL *2013 - 2014*

Mind Maze was a group project for a Software Development Practices course at Iowa State. The goal was to use an EEG to register brain wave patterns as neural event triggers. We can then use those triggers to allow the user to navigate through a randomly generated 3D maze with thought.