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📍 Sunnyvale, CA

## Languages & Frameworks

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

## Skills & Competencies

1 year	5 years
VR Development	● ● ● ○ ○
Unity 3D	● ● ● ● ○
3D Modeling	● ● ● ○ ○
UI Development	● ● ○ ○ ○
Project Management	● ● ● ○ ○
Communication	● ● ● ● ○
Troubleshooting	● ● ● ● ●

## Interests

Virtual Reality | AI |  
Game Development |  
Brain Computer  
Interaction | Animation |  
SCA | Martial Arts

# Seth J. T. George

## Education

### Software Engineering, Bachelor of Science

Class of 2016

Iowa State University of Science and Technology

### Psychology (Cognitive Focus), Bachelor of Science

GPA: 3.1

Iowa State University of Science and Technology

## Relevant Experience

04/2013 - 05/2016

Iowa State University

### Research Assistant and VR Developer

VR Navigation Laboratory

- Created virtual environment for VR devices
- Wrote scripts to conduct studies in the virtual environment
- Currently in the process of being published for above study

Contact: Dr. Jonathan Kelly - jonkelly@iastate.edu

05/2015 - 08/2015

Iowa State University

### 3D Graphics Designer

Department of Education

- Made 3D assets for virtual classroom
- Created meshes and UVs with Maya
- Created textures with Photoshop

Contact: Dr. Larysa Nadolny - lnadolny@iastate.edu

03/2012 - Present

ProActive IT, Barilla, Iowa State University

### IT Technician

Various

- Performed computer repair and IT troubleshooting
- Deployed workstations for LinkedIn and Intuit with ProActive IT
- Was sole IT Tech for the entire plant at Barilla

## Related Projects

2016 - Present

C#, Unity3D, and Trello

**AI.one** is a space mystery virtual reality game developed with Unity3D.

I am the producer and project manager of a multidisciplinary team. As acting lead, I am responsible for bridging the gap in communication, making sure tasks are completed, and fulfilling any roles needed such as software engineer, software architect or technical artist.

2013 - 2014

C++, QT, and OpenGL

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