

Seth J. T. George

Contact Info

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Education

Iowa State University of Science and Technology

Bachelor of Science in Software Engineering

Class of Spring 2016

Bachelor of Science in Psychology

Relevant Coursework

- Introduction to Computer Graphics
- Computer Game and Media Programming
- Independent Study
- Human Factors in Technology
- Sensation and Perception
- Minds, Brains, and Computers

Programming Languages

Proficient: Java, C, C++(QT), C# (Unity, MonoGame), WebGL, Python, Hadoop, Pig Latin, Spark

Familiar: JavaScript (jQuery, JSON), HTML/CSS (Bootstrap) MIPS, Verilog, VHDL, XML, SQL

Scholastic Experience

Research Assistant

Independent Study at Navigation Lab at ISU (Ames, IA)

Modeled and Implemented a duplicate of the Navigation Lab for use with a Head Mounted Display using:

- Vizard Virtual Reality Software Toolkit
- WorldViz PPTx4 Precision Position Tracker system
- Maya 2014, Modeling Software

Currently in the process of publishing a study on distance perception in virtual environments

Career Experience

3D Graphic Designer

Department of Education at ISU (Ames, IA)

May 2014 – August 2014

- Made 3D assets for a virtual classroom
- Maya to create 3D meshes and UVs
- Photoshop to create textures

IT Technician

English Department and Journalism Department at ISU (Ames, IA)

March 2011 – May 2016

- Commonly built computer labs for both faculty and student use
- More than competent in customer service
- Developed efficient system for installing software deploying hardware

Activities and Interests

- Vice President of ISU Game Development Club
- Black Belt in Tae Kwon Do
- Skilled Carpenter
- Society of Creative Anachronism
- International Thespian Society Member

References given upon request