**Seth George**

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**Skills:** Java (3 years), C# (3 years), C++ (2 years), C (2 years), Python (2 years), QT/QML (1 year), SQL (1 year), XML (1 year), HTML/CSS (1 year), JavaScript (1 year), and OpenGL/WebGL (1 year)

**Education:** *Iowa State University of Science and Technology Graduation: May 2016*

Software Engineering, Bachelor of Science *GPA: 3.1*

Psychology (Cognitive Focus), Bachelor of Science

**Tools:** Unity 3D (3 years), Vizard (3 years), and Maya (2 years)

**Robotics Lab Technician and VR Pilot**

*Osaro, inc San Francisco, CA 12/2016 – 8/2017*

* Piloted and maintained robots
* Collected data from VR project to evaluate the machine learning experiments
* Wrote C++ and Python code to pilot robots with Vive controllers
* Provide end user consultation as needed

Tools Used:C++, Python, and Zenhub

Project: The Vive robot controller project at Osaro, a startup focused on machine learning. The goal was to develop software that allowed remote control of a robotic arm with an HTC Vive controller. C++ was used for controlling and interfacing with the robot, and Python was used for gathering and recording tracking data output and the calling the OpenVR API.

**Research Assistant and VR Developer**

*VR Navigation Laboratory at ISU Ames, IA 1/2013 – 4/2016*

* 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 in *ACM Transactions on Applied Perception*
* Study poster presented at the Psychonomic Society Annual Meeting in Boston, MA

Tools Used: Python, Vizard, and Maya

Project: 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”. The goal of the study was to determine whether entering a replica of the real world environment reduced the need for a training period to get used to the virtual environment and generally improve distance perception with HMDs. 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.

**A.I.one**

*Random Made LLC 6/2016 – 4/2017*

Tools Used: C#, Unity3D, and Trello

Project: 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.

**Mind Maze**

*Iowa State University 1/2014 – 5/2014*

Tools Used: C++, OpenGL, and QT

Project: 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.