

Timothy A. Bartolf

FORMAL EDUCATION

University of Colorado Boulder | *BA Philosophy, Engineering Minor in Creative Technology & Design*

Fall 2017 - Spring 2022

- Extensive coursework relating to Information Technology Theory, Environmental Ethics, and Education
- Guest lecturer in Philosophy of Information Technology at UCB Philosophy Club, Spring 2021
- Communications, Outreach, and Events Leader at UCB Philosophy Club, Fall and Spring 2022
- Participated in post-graduate research project on GWF Hegel's *Phenomenology of Spirit* and Philosophy of Consciousness
- Part time employment as Morris Reading Room Library Administrator for Department of Philosophy

PROFESSIONAL EXPERIENCE

XR Marin, Novato CA | *Curriculum Designer and Instructional Technology Producer*

May 2021 - January 2022

- Lead market research, brand development, and conceptualization for various XR Marin pilot and experimental programs
- Cross-collaborated to create opportunities for innovation and education with teachers, educators, Dept. of Energy, CA Film Institute, Environmental Youth Forum, Lawrence Hall of Science, and NOAA
- Developed and produced Anthem award-winning VR application using Unity on Oculus Quest platform
- Guided design, asset development, code, and integrated student and professionally-developed music, narration, and 3D models
- Developed accredited high school level course "Introduction to 3D Modeling for VR" for Marin County Office of Education

XR Libraries, Novato CA | *Asst. Curriculum Designer and Instructor*

January 2018 - September 2018, Full-time Coop Engagement; May 2019 - August 2019 Summer Hire

- Represented organization at various national conferences and high profile events including AWE, ALA, TEDx Marin
- Developed accredited high school level course "Introduction to 3D Modeling for VR" for Marin County Office of Education
- Maintained and upgraded office-wide VR/AR IT infrastructure across 100+ devices
- Researched, designed, prototyped, and fabricated a custom AR sandbox traveling exhibit displayed at multiple national industry conferences such as the American Library Association (ALA) in Washington DC
- Spearheaded production in Level Design and 3D Assets for experimental AR diorama traveling exhibit displayed at ALA
- Assisted with XR Super Girls program to advance girls' and young womens' representation in STEM and innovative technology

APPLICABLE SKILLS

- Proficient in Microsoft Excel, Visio, Adobe Photoshop CC, IllustratorCC, PremiereCC and InDesignCC
- Foundational knowledge in C#, Python, and Javascript
- Foundational knowledge in front end website design (HTML, CSS, Javascript)
- Expert in Blender 3, Substance Designer, Substance Painter, Autodesk Maya, and Rhino3D
- Formal education in graphic design, typography, and 3D design
- Formal education in epistemology and theories of information organization

INTERESTS

- Outdoor activities including downhill mountain biking, rock climbing, and backpacking
- Prospective Marin County Mountain Search and Rescue candidate
- Game Design, 3D Art and software development
- Information technology theory, epistemology, phenomenology, semiotics, and art history
- Literature and Poetry