

TEYLOR CHAPMAN - BILBEE

XR DEVELOPER

CONTACT

- 918-805-9501
- teylor.chapman2@gmail.com
- <https://github.com/teylorchapman>
<https://www.linkedin.com/in/teylorchapmanbilbee/>
- Tulsa, Oklahoma

SUMMARY

Software Engineer with 2 years of experience looking to contribute to a team of game developers to help design an incredible immersive experience for consumers of video games and in general art!

SKILLS

Project Management
Adobe Creative Cloud
Unity
C#
JetBrains
Visual Studio Code
ShaderGraph
VFX Graph
.NET

EDUCATION

Atlas School

Diploma in Computer Science and Augmented Reality and Virtual Reality

Aug 2022 - Apr 2024

- C/C#
- Python
- JavaScript
- HTML/CSS
- AR/VR Development

ORGANIZATIONS

Founding Member of the Student Life Committee for Atlas School

PROJECTS

SkillVille - T5 Capstone

- Deployed a website that hosts our educational game meant to demystify real life experiences for children
- Collaborated with 4 other classmates
- Link for the Website: <https://skillville.me/>

WebXR Bowling Game - T5

- Constructed a Bowling Game with WebGL for Atlas School using assets that give it an Immersive Space theme
- Link for Github: <https://github.com/teylorchapman/atlas-unity/tree/main/0x0E-unity-webxr>

ShaderGraph - T5

- Utilized Unity's ShaderLab to create custom shaders like a Glow Shader, a Dissolving Shader, a Hologram Shader, and Water and Ice Shaders.
- Link for Github: <https://github.com/teylorchapman/atlas-unity/tree/main/unity-shadergraph>

VFX Graph - T5

- Employed Unity's Visual Effects Graph to create custom VFX like Fireworks, Campfires, and a Purple Goo thing.
- Link for Github: <https://github.com/teylorchapman/atlas-vfx-graph>

AR Slingshot Game - T4

- Assembled an AR Slingshot app for Atlas School where you can select a plane and hit targets instantiated on that plane with a slingshot.
- Link for Github: https://github.com/teylorchapman/holbertonschool-unity/tree/main/unity-ar_slingshot_game

3D Platformer - T3

- Manufactured a 3D Platformer for Atlas School using Assets from Kenney's Nature Pack, Audio from the Oculus Audio Pack and Kevin MacLeod
- Link for Github: <https://github.com/teylorchapman/holbertonschool-unity/tree/main/unity-animation>

Cloud Climber - T2

- Collaborated with 2 classmates to create a 2D Platformer in Unity with C#
- Created the 2D Art Assets and helped implement the assets
- Link for Github: <https://github.com/teylorchapman/hacksprintclouds>

WORK EXPERIENCE

Cardiac Monitor Technician

Saint Francis Hospital

Feb 2021 - Present

Lift Truck Operator

WSI

Aug 2019 - Sept 2020

Teller

RCB Bank

Jan 2019 - Aug 2019