

# Charles Van Norman

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## SUMMARY

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Well rounded developer and manager who designs, builds, and ships products.

{ VR, AR, Unity, C#, iOS, Android, Python, Django,  
JavaScript, SQL, PHP, AWS, TensorFlow, PyTorch }

## PROFESSIONAL EXPERIENCE

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### **Radian Software Consulting**

Principal  
Aug 2017 - present

*Perceptiv Labs*: Deployed an augmented reality mesh mapping package for the Placenote SDK, reducing onboarding time for 200+ platform developers by 80%

*Extended Reality Labs*: As interim CTO, led development of flagship product Vantage Point, a VR enterprise training app for Oculus and Daydream, directly leading to a \$1.5M seed round

*Humon AI Company*: Led the redesign and implementation of a VR control interface for an AI powered industrial robot, contributing to \$5M acquisition offer from our prime customer

*Hatsumi Inc*: Built a prototype of Hatsumi, a therapeutic 3D body drawing prototype for Vive, contributing to acceptance of Hatsumi into the FFWD London Incubator program

*3Scan Inc*: Built a VR brain exploration game for Exploratorium brain science exhibit for Oculus / Xbox

### **Imaginary Number Company**

Owner, CTO  
June 2013 - Aug 2017

Educational games company; produced two immersive 3D math sandbox games for grades K-8. My contributions include:

- Designed and programmed game and editor in Unity
- Deployed game to WebGL, Mac, PC, Linux, Surface, iOS
- Built and maintained full web stack JS, Django, AWS, SQL
- Partnered with 5 local K-8 schools and 3 online distributors
- Led user growth reaching ~100,000 users (~25,000 paid)
- Managed 7 employees, interns and contractors

<b>Synapse School</b> Technical Director Jan 2013 - May 2015	Developed game programming and 3D design curriculum for grades K-8
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<b>StartupGrid</b> Lead Programmer Jan 2011 - Dec 2012	Deployed a searchable database of startup companies that uses a scraper to pull from external sources built on PHP / JS
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## PERSONAL PROJECTS

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<b>Space Frog</b> Programmer, designer Jan 2018 - present	A VR Active Game that fully utilizes the new medium of room scale VR, through a story-driven physical fitness game
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<b>Polymer Playground</b> Animator March 2018	Designed programmatic animations for molecular machine concepts developed at the Foresight Molecular Machines conference in St. Louis
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<b>Magic Hands VR</b> Designer / Developer Nov 2017 - Dec 2017	Built a VR game with portal travel and omnidirectional flight locomotion; used a Leap Motion to detect gestures for casting magic spells.
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<b>Cell Explorer VR</b> Designer / Developer July 2017	Built a cell exploration app which lets the player fly through the cell and select organelles with information pop-ups, for River Ecosystem's medical VR event in SF
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## EDUCATION

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<b>Deep Learning Boot Camp</b> San Francisco, CA	Oct 2018 - present Using TensorFlow, Keras, and PyTorch to implement and improve medical imaging segmentation algorithms, with a focus on reducing training time and training examples
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<b>Urban Land Institute</b> San Francisco, CA	Aug - Sep 2010 Real Estate Development Certificate
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<b>Cal Poly Polytechnic</b> Pomona, CA	Sep 2001 - May 2007 B.S. International Business Mechanical Engineering and Computer Science coursework
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## AWARDS

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<b>BR4IN.io Hackathon</b> Honolulu, HI, 2018	Second prize winner - built Breath Force, a VR + EEG app to detect calm brain states and give magic power
<b>VR Wellness Summit</b> San Francisco, CA, 2018	Most Innovative Idea - built Whisper Castle, an asynchronous multiplayer audio message exchange platform in VR
<b>Shark Tank Pitch</b> San Francisco, CA, 2014	First prize winner - pitched Mathbreakers to an audience of ~200 and a panel of 7 angel investors
<b>IndieGoGo Game Jam</b> San Francisco, CA, 2013	First prize winner - built Ring Flight, a flying game controlled by leaning, using a Kinect to detect body position
<b>Maker Faire</b> San Mateo, CA, 2011	Editor's Choice Award & Kid's Choice Award - for Code Hero, a javascript learning video game