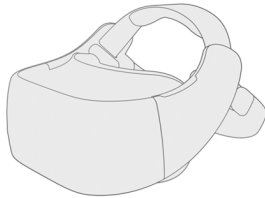# Charlie Zannorman
(650) 440 - 5445
zannorman.com

Game designer, toolsmith, programmer, VR / AR
Exploring and experimenting with a powerful new medium

Game Design	Unity3D, c#
Front-end	html, css, js
Back-end	django, SQL, ubuntu

2018 - CTO, TryVantagePoint.com
   VR interactive enterprise training for Oculus and Daydream

2017 - Developer, LightLodges - VillageBuilder VR
   Experimental virtual storytelling using locomotion and 360 video

2017 - Developer, Humon AI Company
   VR-controlled industrial humanoid robot

2017 - Developer, Space Frog - VR fitness game
   Fitness game exploring the limits of VR as a physical movement medium

2014 - Consultant, 3Scan.com - Brain game VR / Exploratorium
   Fly through 3D scanned mouse brain vasculature and deploy anticoagulant

2013 - 2017 - Founder, mathbreakers.com & supermathworld.com
   3D math video game & construction kit for grades 3 - 8
   Secured multiple distribution partners, managed up to 3 employees

2013 - 2015 Tech director, Synapse middle school
   Game development curriculum design & teaching to grades 3 - 8

2011 - Founder, fractalgames.com
   Managed 2 contractors to design and deploy games to iOS

2010 - 2011 - Lead game developer, CodeHero.org
   First 3D interactive game which lets you reprogram it while playing

2008 - 2009 - Property manager & sales, API investments
   Rehabilitated two apartment complexes, top sales agent at 3rd complex