

Charlie Van Norman

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SUMMARY

Generalist developer and project manager who designs, builds, and ships products;
Former entrepreneur who strives for a frictionless and effective user experience

[C#/.net, Python, Django, React, SQL,
VR, AR, iOS, Android, Unity3D,
CI/CD, Azure, AWS, TensorFlow, Keras, PyTorch]

PROFESSIONAL EXPERIENCE

InContext Solutions

Sr. Software Engineer
Feb 2019 - present

Full stack software and game development for 3D virtual shopping / research platform

Radian Consulting

Principal
Aug 2017 - Feb 2019

Perceptiv Labs: Extended the Placenote SDK, to reduce onboarding time for 200+ platform developers by 80%

Extended Reality Labs: As interim CTO, led development of flagship VR enterprise training product and helped raise \$1.5M

Humon AI Company: Led the redesign of a VR controlled industrial robot interface, contributing to \$5M acquisition offer

TagIt Inc: Developed a 3D management application prototype to track items in real time in a chip manufacturing facility

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

Super Math World

Founder
June 2013 - Aug 2017

Produced two immersive 3D math sandbox games for grades K-8. My contributions include:

- Designed and programmed game and map editor
- Built and maintained full web stack on AWS
- Led user growth reaching ~100,000 users (~25,000 paid)
- Managed 7 employees, interns and contractors

Synapse School

Technical Director
Jan 2013 - May 2015

Designed and taught game programming and 3D design curriculum for grades K-8

SELECTED PERSONAL PROJECTS

Deep-Q Lunar Lander Programmer	Trained an AI to achieve maximum score in a javascript based Lunar Lander game
Space Frog Programmer, designer	A VR Active Game to explore the limits of room scale. Punch rockets from your fists and dodge aliens to save the Frog Prince
Polymer Playground March 2018	Designed programmatic animations for molecular machine concepts at the Foresight Atomic Precision conference
Magic Hands VR Nov 2017 - Dec 2017	Built a VR game with portal travel and omnidirectional flight locomotion with Leap Motion to detect spell casting gestures

EDUCATION

Deep Learning Camp San Francisco, CA	Oct 2018 - Dec 2018 Theory, math and Image segmentation (U-Net, Caps-net)
Urban Land Institute San Francisco, CA	Aug - Sep 2010 Real Estate Development Certificate
Cal Poly Polytechnic Pomona, CA	Sep 2001 - May 2007 B.S. International Business + ME and CS coursework

AWARDS

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