Charles Van Norman

www.vannorman.ai (650) 440 - 5445

Senior 3D Game Designer (Unity, C#, VR, AR)
Full Stack Web Developer
Founder, Leader, Salesperson, Communicator

PROFESSIONAL EXPERIENCE

Unity Developer
Perceptiv Labs
June 2018 - Aug 2018

Built an extension to the Placenote Unity SDK to assist developers in mesh mapping techniques

Chief Technical Officer
Extended Reality Labs
Feb 2018 - July 2018

Built a VR enterprise training app for Oculus Rift and Mirage Solo using Unity; integrated gaze analytics, in-app assessments and web portal

Unity Developer
Humon AI Company
Oct 2017 - Jan 2018

Designed and implemented a Kinova robot VR interface with 6DOF arm control, remote live video, motion playback, and safety bounds

Founder, CTO
Super Math World
June 2013 - June 2017

Designed a 3D math shooter game; Built game interactions and architecture using Unity; Deployed game to Mac, PC, Linux, and iPad; Built website front-end and back-end using Python Django; Led sales totalling 25,000 paid users; Closed 4 distribution partners; Managed 7 employees, interns and contractors; Raised funds through Kickstarter, Co.Lab incubator, and Angel investment

Technical Director
Synapse Middle School
Jan 2013 - May 2015

Developed curriculum for programming, game design, and 3D printing for grades K-8

Entrepreneur
Start-Up Chile
June 2011 - Sep 2012

Built a platform for aggregating and locating startup resources and jobs using Google Maps API and scraping CrunchBase

PROFESSIONAL EXPERIENCE (continued)

Unity Developer
Primer Labs
January 2011 - May 2011

Designed and programmed Code Hero, a javascript learning FPS game that teaches the player to modify the code of the game as you play

Founder & CEO
Fractal Games
January 2010 - January 2011

Designed & deployed two games to iOS; Managed two programmers, one environment artist, and one character artist

Property Manager
Alexander Forrest & American Property Investments
June 2009 - January 2010

Rehabilitated two complexes with 60 and 110 units, bringing occupancy and collections at both from ~30% to 95%+, directly leading to the sale of one property

PERSONAL PROJECTS

Co-director
Diamond School
July 2018 - present

Game and programming curriculum development for local workshops and classrooms

Unity Developer
Polymer Playground
March 2018

Visualizations for molecular machines developed at the Foresight MM conference in St. Louis

Unity Developer
Hatsumi VR
March 2018

I built a prototype for Sarah, the founder of Hatsumi, a body drawing app for VR therapy

Unity Developer
Space Frog VR
Oct 2017 - present

A VR Active Game that fully utilizes the new medium of room scale VR in a story-driven, sweat-dripping action-packed thrill ride

Unity Developer
Magic Hands VR
Nov 2017 - Dec 2017

A Spell-casting game using Leap Motion to detect gestures and portals to walk between dimensions

PERSONAL PROJECTS (continued)

Unity Developer
Space Archer VR
July 2017 - Sep 2017

Building on Valve's LongBow package, built a ship-flying game where you pilot through space stations and shoot down drones and enemies

Unity Developer
Cell Explorer VR
July 2017

As a part of River Ecosystem's VR presentations for medical applications, I built an experience where you fly through a cell full of organelles with pop up info when you touch them

Unity Developer
Math Runner
July 2012

My first educational game - a ball rolls forwards down a track where you touch objects to form equations

EDUCATION

Urban Land Institute
Sep 2010

Certificate, Real Estate Development Program

San Francisco State
May 2009 - July 2010

M.B.A. Entrepreneurship program (dropped out to found a company)

California Realtors Association
2007

Real Estate License

CPP Spanish Immersion
Sep 2001 - May 2007

Salamanca, Spain
Immersive Spanish program and business classes

CPP China Business Program
Sep 2001 - May 2007

Beijing, China
International student program; Taught English on the side

Cal Poly Pomona
Sep 2001 - May 2007

B.S. International Business
2 years Mechanical Engineering + Physics classes