

Charlie Van Norman

(650) 440 - 5445

SKILLS

Software Development - Unity3D, python/django, html, js

Virtual and Augmented Reality - HTC Vive, Oculus Rift, Daydream (phone), Daydream (standalone), Samsung Gear, Apple ARKit, LeapMotion

Game Design - Shooters, Fitness, Platformers, Logic, Tower Defense

WORK HISTORY

Vertical / PlaceNote (Mar 2018 - present) - Contractor

Created an asynch resource control AR video game with the goal of discovering and encouraging optimal mesh mapping patterns by users

Vantage Point (Feb 2018 - July 2018) - interim CTO

Led design and development of prototype VR app for enterprise culture training for Oculus Rift and Daydream

Humon AI Company (Sep 2017 - Jan 2018) - Contractor

Programmed the VR interface to a Kinova humanoid robot for industrial tasks, including realtime control, recording/playback, and safety triggers

Super Math World (2013 - 2017) - Lead developer

Built a 3D math video game world and in-game editor, teaching arithmetic, algebra, and logic using virtual manipulatives and toys

Code Hero (2011 - 2012) - Lead developer

Created the first 3D version of Code Hero, an interactive, live programmable JavaScript FPS video game

JUST FOR FUN

(June 2017 - present)

VR Space Frog - an active game where you punch missiles from your fists

Polymer Playground - a 3D visualization of proposed molecular machines

VR Magic Hands - a Leap Motion game with spellcasting and portals

VR Space Archer - pilot a ship and shoot down drones and space-men

VR Cell Explorer - explore a cutaway labeled animal cell with organelles

VR Breath Force - an EEG connected game where you relax to push cubes