

Charles Van Norman

www.vannorman.ai (650) 440 - 5445

Senior 3D Game Designer (Unity, C#)
VR & AR Application Programmer
Product Generalist

PROFESSIONAL EXPERIENCE

Perceptiv Labs Unity Developer June 2018 - Aug 2018	Built a 4-part extension to the Placenote Unity SDK to assist developers in augmented reality mesh mapping techniques
Extended Reality Labs CTO Feb 2018 - July 2018	Led the design and implementation of a VR enterprise training app for Oculus Rift and Mirage Solo using Unity; integrated gaze analytics, in-app assessment and web portal
Humon AI Company Unity Developer Oct 2017 - Jan 2018	Redesigned and programmed a Kinova robot VR interface with 6DOF arm control, remote live video, motion recording/playback, and safety bounds using Vive
Super Math World Founder, CTO June 2013 - June 2017	Designed a 3D math shooter game; Programmed game interactions and architecture using Unity; Deployed to Mac, PC, Linux, Microsoft Surface, and iPad; Built website using js/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
Synapse Middle School Technical Director Jan 2013 - May 2015	Developed curriculum for programming, game design, and 3D printing for grades K-8
Start-Up Chile Entrepreneur June 2011 - Mar 2012	Built a platform for aggregating and locating startup resources and jobs using Google Maps API and scraping CrunchBase

PROFESSIONAL EXPERIENCE (continued)

Primer Labs Unity Developer 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 during play
Fractal Games Founder & CEO 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	Managed & 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

Diamond School Co-director July 2018 - present	Organized and executed game programming curriculum for local workshops and classrooms
Polymer Playground Unity Developer March 2018	Designed and built programatic animations for molecular machine concepts developed at the Foresight MM conference in St. Louis
Hatsumi VR Unity Developer March 2018	Worked with Sarah (Hatsumi founder) to build the first prototype of a body drawing app for VR therapy
HyperSponge Studios Unity Developer Oct 2017 - present	Co-designed and programmed SpaceFrog, a VR Active Game that fully utilizes the new medium of room scale VR in a story-driven, sweat-dripping action-packed thrill ride
Magic Hands VR Unity Developer Nov 2017 - Dec 2017	Built a VR game with portal travel and omnidirectional flight locomotion; used a Leap Motion to detect gestures for spells

PERSONAL PROJECTS (continued)

Space Archer VR
Unity Developer
July 2017 - Sep 2017

Built a ship-flying game where you pilot through space stations and shoot down drones and enemies

Cell Explorer VR
Unity Developer
July 2017

Built a cell flying experience to investigate cell organelles with pop up info for River Ecosystem's medical VR event

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)

CPP Spanish Immersion
May 2006 - July 2006

Salamanca, Spain
Spanish language program and business classes

CPP Chinese Immersion
May 2003 - July 2007

Beijing, China
International business student program

Cal Poly Pomona
Sep 2001 - May 2007

B.S. International Business

AWARDS

BR4IN.io Hackathon
Honolulu, Hawaii - 2018

Second prize winner - built Breath Force, a VR + EEG game that empowers the user with force during a calm brain state

VR Wellness Hackathon
San Francisco - 2018

Most Innovative Idea - built Whisper Castle, an asynchronous multiplayer audio message exchange platform in VR

IndieGoGo InMotion Jam
San Francisco - 2013

First prize winner - built Ring Flight, a flying game controlled by leaning, using a Kinect to detect body position