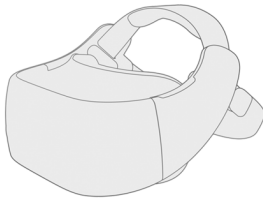# Charlie Zannorman

charlie@zannorman.com

Game designer, toolsmith, executor, and dreamer
Building a new world one virtual object at a time

Game Design	Unity3D, c#
Front-end	html, css, js
Back-end	django, SQL, ubuntu
Sales & Management	real estate

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