Gordon Cooper

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# WORK EXPERIENCE

## vSpatial

Lead XR Developer May 2017 – Present

* Led the client development team of up to 6, managing project sprint planning, architecture of systems, bug tracking, and code review.
* Developed novel input schema and solutions on the cutting edge of spatial computing, in virtual, augmented, and mixed reality. Ported to over 15 devices and optimized for even the lowest-end hardware available (ex: Android circa 2016).
* Deployed software to consumer and enterprise customers via 6 different distribution platforms.
* Managed company’s code via continuous integration and deployment, version control. Built, tested, and released regular client updates.
* Collaborated with teams including management, design, backend, cloud, and web. Worked closely with industry leaders to supply feedback and propose feature integrations.
* Maintained public Discord server and communicated directly with users regarding bug reports, feature requests, and beta participation.

## Freelance

Virtual Reality Developer Dec 2016 – May 2017

* Created custom virtual reality experiences for clients delivered using the most recent game engines and hardware.
* Consulted clients on VR capabilities, and limitations, and offered advice on best practices.

## University of Utah, Department of Film

Teaching Assistant Sep 2016 – Dec 2016

* Instructed students on the correct approach to game development when using Unity and C#.
* Continually reviewed student games in development and offered guidance on programming, art, and design.

## University of Utah, Department of Psychology

VR Experiment Developer Jun 2015 – Dec 2016

* Programmed experiments proposed by professors and graduate students using existing game engines.
* Built and released experiments that collect data on web, desktop, and virtual reality platforms.
* Interfaced proprietary VR tracking hardware with commercial game engines and VR headsets.

# EDUCATION

## University of Utah

B.S. Computer Science 2017

* Entertainment Arts and Engineering emphasis

## Oregon State University

B.S. Chemical Engineering 2010

* Nanotechnology emphasis

# PROJECT

## “Aplowcalypse”, Lead Programmer (team of 14), Multiplayer Battle Arena, Unity, C# 2016

* A fast-paced, multiplayer battle arena game, pitting snowplows versus aliens. Started as a student project but moved on to full Steam release.

## “Mr. Al”, Programmer (team of 6), Puzzle, Unity, C# 2015

* Academic application that tests the users’ spatial cognition by forcing an orthographic view in a 3D space.

## “Boundless”, Programmer (team of 5), Action-Platformer, Unreal, C++ 2014

* A student made game where the player uses the power of intangibility to explore areas and defeat enemies.

# SKILLS

* C# / .NET
* Unity
* Git
* Java
* C++
* Python
* Visual Studio
* Android Studio
* RenderDoc
* Unreal Engine
* Jira
* Generative AI
* HTML
* CSS
* JavaScript
* PHP
* SQL