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. AI", 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