

# CONNOR GOGLIN

connorgoglin@gmail.com

## EDUCATION

Washington State University Vancouver, 2012–present

Major in Digital Technology and Culture

Minor in Psychology

Anticipated date of graduation, May 2016

## PROJECT EXPERIENCE

- Lead VR Developer of “VR Memorial”, an Oculus Rift Experience shown in the 2015 OMSI Maker Faire
- Lead VR Developer of “T1VR,” a virtual reality project created for the Columbia River Economic Development Council
- Lead VR Developer of “Drink Draw Jump,” a virtual reality project for the Portland Indie Game Squad

## ADDITIONAL EXPERIENCE

- Participated in WSUV Creative Media and Digital Culture events *Game Changers: Video Games as Innovation* and *Game Changers: Reinventing Storytelling through Video Games* with graphic design, project coordination, and Oculus Rift technical support.

## SKILLS

- Extensive VR development practical experience
- Game engine familiarity with Unreal Engine 4 and Unity
- C++ and C# programming proficiency
- Digital animation in 3ds Max, Maya, and Blender
- 3d asset creation in 3ds Max, Maya, Blender, and ZBrush
- Digital sculpting in Mudbox, ZBrush
- Texture painting in Mudbox, ZBrush, and Photoshop
- 2d animation and video editing in After Effects
- Graphic design in Photoshop, Illustrator
- Concept and storyboard sketch illustration

## ACADEMIC INTERESTS

- Virtual reality
- Digital animation
- Game development
- Multimedia storytelling
- Interface design
- Visual effects