

KYLE MORRISON | curriculum vitae

My interests and technical expertise include design and development of virtual reality experiences, game design and development, empathy in virtual environments, web development, programming languages, digital media production, entertainment, and software engineering.

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EDUCATION

Master of Fine Arts | Dramatic Media Production

University of Georgia

Graduation Date: May 2018

Current GPA: 3.95

Bachelor of Science | Information Technology

University of Missouri

Graduation Date: May 2015

GPA in Major: 3.258

HONORS

University of Missouri Deans List 2014 – 2015

University of DeVry Deans List 2009 – 2011

Projects presented at FutureX Live 2016

Best Game Athens Game Jam 2017

2nd Place UPE CS & IT Showcase 2015

3rd Place and Best Design Hack GSU 2017

Runner Up HoloHack 2016 Atlanta

3rd Place UGA Hacks 2016

SKILLS

C, C++, C#, Perl, Java, MEL, CSS, JavaScript, JSON, jQuery, PHP, and HTML

3D modeling, animation, and rigging with Maya

Virtual experiences and game development with Unity and Unreal Engine

Adobe Creative Suite, Microsoft Office Suite, iLife, and iWorks products

EXPERIENCE

3D Modeler and Programmer, Games and Virtual Environments Lab

August 2016 – Present

University of Georgia, Athens, Georgia

- Programmed VR experiments in C# and Unity
- Developed immersive 3D virtual environments and original software for researching influence factors, decision making, and perception

Software Engineer Intern, Rockwell Collins

May 2017 – August 2017

Portland, Oregon

- Used AR and VR technologies to develop an [immersive 3D virtual cockpit environment](#) for pilots flying in a Flight Deck Simulator
- Modeled in Blender and programmed in C#, C++, and Unity

<p>Graduate Research Assistant, Ideas for Creative Exploration (ICE) University of Georgia, Athens, Georgia</p> <ul style="list-style-type: none"> ▪ Created collaborative works across multiple disciplines ▪ Facilitated collaborative projects and proposals with faculty, students, and community members 	August 2015 – May 2017
<p>Peer Learning Assistant, Introduction to Entertainment Media University of Missouri College of Engineering, Columbia, Missouri</p> <ul style="list-style-type: none"> ▪ Provided support for students completing projects in Adobe Photoshop and Acid Pro ▪ Graded all projects and test material submitted by thirty students 	August 2014 – May 2015
<p>Audio Engineer, Voice of Literacy University of Missouri College of Education, Columbia, Missouri</p> <ul style="list-style-type: none"> ▪ Performed as audio technician during interviews by maintaining audio and interference levels while recording audio with audacity ▪ Edited and distributed interviews for online publication by cutting audio and removing unwanted noise 	January 2014 – May 2015
<p>Technical Support, The Reflector University of Missouri College of Education, Columbia, Missouri</p> <ul style="list-style-type: none"> ▪ Provided technology support for all students and faculty ▪ Checked-out, checked-in, and serviced technology equipment and resource material ▪ Demonstrated creative software such as Adobe Creative Suite and iLife to five classes with an average of thirty students 	April 2013 – May 2015
<p>Web and Graphic Designer, Luebbering Photography Holts Summit, Missouri</p> <ul style="list-style-type: none"> ▪ Designed all aspects of the Luebbering Photography image such as the logo, business cards, magnets, and promotional material ▪ Managed Luebbering Photography's website and the design ▪ Edited photos to remove blemishes and add visual effects 	February 2010 – Present
<p>Geek Squad Agent, Best Buy Geek Squad Jefferson City, Missouri</p> <ul style="list-style-type: none"> ▪ Assisted customers with service and repair issues ▪ Performed computer installations and technical support 	February 2010 – July 2010

PROJECTS

<p>Vaccine World Behavioral Research VR Experiment Programmer and Designer</p> <ul style="list-style-type: none"> ▪ Experiment designed to teach participants about the flu vaccine ▪ Designed and programmed game using C#, Unity, and Vive SDK ▪ Modeled, animated, and textured objects using Autodesk Maya 	September 2017
<p>Paint World Behavioral Research VR Experiment Programmer and Designer</p> <ul style="list-style-type: none"> ▪ Experiment designed to research branding effects on objects ▪ Modeled and textured objects using Autodesk Maya 	November 2017
<p>Oreo World Behavioral Research VR Experiment Programmer and Designer</p> <ul style="list-style-type: none"> ▪ Experiment designed to research branding effects on object ▪ Designed and programmed game using C# and Unity ▪ Modeled, animated, and textured objects using Autodesk Maya 	November 2017

Bike World | Behavioral Research VR Experiment

October 2017

Programmer and Designer

- Experiment designed to research virtual worlds distraction from pain
- Designed and programmed game using C# and Unity
- Modeled, animated, and textured objects using Autodesk Maya

Fruit Punch! | Desktop/Mobile AR Card Game

April 2017

Programmer and Designer

- Designed and programmed game using C#, Unity, and Vuforia SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented image recognition, player health, and card augmentation using C#

slimGYM VR | Desktop VR Game

April 2017

Programmer and Designer

- Designed and programmed workout simulator game using C#, Unity, and Oculus SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented voice controls, workout training, and NPC AI using C#

Swamp Hatch | Desktop VR Game

January 2017

Programmer and Designer

- Designed and programmed frog adventure game using C#, Unity, and Oculus SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented locomotion system and NPC AI using C#

Stickygrams | Mobile AR Application

December 2016

Programmer and Designer

- Augmented Reality application for HoloLens that allows users to leave holographic messages to their friends and the public
- Designed front-end user experience using C# and Unity.
- Placed as a runner up in Holohack 2016 in Atlanta, GA

World Tour Z | Desktop VR Game

November 2016

Programmer and Designer

- Designed and programmed procedurally generated workout game using C#, Unity, and Vive SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented bike and running locomotion system using C#
- Won 3rd Place at University of Georgia Hackathon

Mirror World | Behavioral Research VR Experiment

September 2016

Programmer and Designer

- Experiment designed to research narcissism
- Textured and corrected meshes on assets in Autodesk Maya
- Designed and implemented character using Fuse and Unity
- Featured project at FutureX Live 2016

Starboard | Desktop VR Game

September 2016

Programmer and Designer

- Designed and programmed open world exploration game using C#, Unity, and Vive SDK
- Modeled, animated, and textured objects using Autodesk Maya
- Implemented navigation system using the Vive SDK and C#
- Featured project at FutureX Live 2016

<u>Public Speaking Simulator Desktop VR Experience</u>	May 2016
Programmer and Designer	
<ul style="list-style-type: none"> ▪ Designed and programmed game using C#, Unity, and Oculus SDK ▪ Modeled, animated, and textured objects using Autodesk Maya ▪ Programmed multiplayer networking architecture ▪ Implemented hand tracking using the Leap Motion SDK ▪ Implemented live feedback from virtual viewers 	
<u>VR Maze Racing Android VR Game</u>	April 2016
Programmer and Designer	
<ul style="list-style-type: none"> ▪ Designed and programmed a maze based strategy game using C#, Unity, and the Cardboard SDK ▪ Modeled, animated, and textured objects using Autodesk Maya 	
<u>“in image of” Video Installation</u>	February 2016
Videographer, Animator, and Editor	
<ul style="list-style-type: none"> ▪ Rotoscoped and animated scenes using Adobe Photoshop ▪ Filmed and directed choreographed dance scenes ▪ Edited footage using Adobe After Effects and Premiere ▪ Created a Max MSP patch to control video installation 	
Black Lives Matter Project Website	December 2015
Web Developer	
<ul style="list-style-type: none"> ▪ Designed website for an undergraduate’s Black Lives Matter data visualization thesis project ▪ Programmed site using HTML, CSS, and JSON 	
<u>UniVirt Desktop VR Experience</u>	May 2015
Designer, Programmer, and Team Lead	
<ul style="list-style-type: none"> ▪ Led small team in creating a virtual tour of a section of campus at MU ▪ Modeled and textured buildings and objects using Autodesk Maya ▪ Designed and programmed game using blueprints, Unreal Engine, and Oculus SDK 	
<u>VR to IRL Windows Program</u>	February 2015
Designer and Programmer	
<ul style="list-style-type: none"> ▪ Created an application that allowed the user to switch between a windowed Oculus application and a webcam attached to the front of an HMD with gestures provided by the Leap Motion SDK ▪ Designed a VR workstation to be easily transported on the user’s back 	
<u>Luebbering Photography Business Design</u>	April 2011
Graphic and Web Designer	
<ul style="list-style-type: none"> ▪ Designed all aspects of the Luebbering Photography image such as the logo, business cards, magnets, and promotional material ▪ Managed Luebbering Photography’s website and the design ▪ Edited photos to remove blemishes and add visual effects 	

Professional Development

▪ President Society for Students in Animation, UGA Chapter	2016 – Present
▪ Member Georgia Game Developers Association, Athens Chapter	2015 – Present
▪ Member Association for Computing Machinery, UGA Chapter	2015 – Present
▪ President Idea Lab, UGA Interdisciplinary Student Organization	2016 – 2017
▪ Member Tau Sigma Honor Society, MU Chapter	2012 – 2015