Stephen Nauman

info@stephennauman.com   +1.813.431.0337   stephennauman.com

Summary

Experienced VR Developer, specializing in Unity for Mobile, WebGL/VR and Desktop.
I am also an experienced UX Designer for web and mobile applications

Skills and Abilities

- Highly skilled in developing experiences in Unity for desktop, mobile, web, and VR
- I was the sole developer for a training simulator built in Unity for the GICHD
- Spent six months developing VR experience prototypes for a science museum using the HTC Vive, Unity, and SteamVR
- Fluent in C#, experienced in Swift, C++, Javascript, CSS, and HTML
- Skilled concept artist, designer, painter, and illustrator in Sketch App, Photoshop, Illustrator, and Clip Paint Studio
- Experienced with texturing, rigging, animating and 3d modeling in 3ds Max, Maya, Zbrush, and Mud Box. I also have experience in motion graphics and editing in After Effects
- Experienced manager. Lead a 30 person team for a theme park, acted as art director for a small indie game studio, and was directly responsible for managing daily operations and security for a science museum

Relevant Experience

Unity Developer. Geneva International Centre for Humanitarian Demining

January 2016 - Currently Contracted

www.GICHD.org

- Single handedly developed TSIM, a training simulator that teaches field operatives real world techniques for demining real life war zones in impacted countries
- TSIM is capable of tracking user info, has three unique scenarios built in, is deployable to web, standalone, and mobile, allows the user multiple mine processing techniques, contains an end of scenario review mode, and keeps track of a database of over 120000 tiles per scenario
- Currently in last stages of beta before distrubution to training centers. Received very positive feedback from interest holders at the top levels of the organization and is expected to receive an additional round of funding for expanding gameplay and usability functionality

Productions Designer and Developer. Gambit

2016 - 2017

GAMBIT.is

- Designed and developed web apps, websites, and mobile apps for clients in financing, engineering, and consumer goods
- Worked with clients and the in-house production team to develop and optimize designs
- Created an organization system in Sketch App for the other designers to use that increased the rate at which they could iterate on their designs
- Developed prototypes for VR, AR, WebGL, and mobile in unity for the company to use as vetting artifacts for clients

Exhibits Developer and Technician. The Museum of Science and Industry

2014-2016

www.MOSI.org

- I was responsible for maintaining, repairing, designing, and developing science themed exhibits
- I built a PC drone flight simulator for a special summer Drone themed exhibit
- Worked on a variety of exhibits and technologies, including an autonomous vehicle sponsored by the French Government
- Brought VR to the museum by working with HTC to secure a pre-release dev kit for the Vive
- Spent six months developing VR prototypes with the HTC Vive in Unity and showcased select prototypes during special events
- Assisted MOSI in landing two separate $100,000 exhibit contracts with Publix and the Lightning
- Before gaining this position, I worked for the museum as the manager of daily operations

Education

Bachelors of Fine Arts. Game Art and Design

2010 - 2013

Tampa, Florida

- Specialized in UX, game art design, and game scripting
- Received first place in college-wide art contest sophomore year

Certificate In Russian Language and History. University of South Florida

2006 - 2010

Tampa, Florida

- Studied Russian language, history and culture, fine art, and the Japanese language
- Completed work for a certificate in Russian language and history, University of South Florida

Other Accomplishments

- I was a Personnel and Inventory Supervisor for a team of thirty at Busch Gardens Tampa for eight years while I worked my way through college
- I co-founded an indie game studio named Solvent Studios while in college and acted as Art Director. Our first game was downloaded 5000 times.
- I worked on Axe Cop and a VH1 animated christmas special for a client as a background artist and clean-up animator in Flash for Echobridge
- I participate in meetups and events for several of Portland's gaming communities, such as PIG Squad, Unity VR, and Unity 3d meet ups
- I have played, watched and studied easily hundred of games. I have a deep understanding of games and how to use their tools and unique ways of interaction to convey practically any experience to a player
- I was featured on a video game art forum
- My Japanese language skills are nearly conversational
- I play drums and a decent slap bass
- I have my black belt in Toshindo Ninjutsu and I am first aid certified. I provide excellent undercover workplace protection in the event of a ninja attack