

Tim Chrisman

Unity Developer

Technical Artist/Software Engineer and game developer with 17+ years delivering real-time 3D, VR/AR, and simulation experiences. Unity-focused, blending design, engineering, and production leadership end-to-end for complex client teams.



 +1 757-544-8331

 timothy.chrisman@gmail.com

 Suffolk, VA

 <https://www.linkedin.com/in/tchrisman/>

Work experience

06/2024 - Present

Griple Inc.

Technical Artist / Software Engineer

- Built a modular character customization system supporting cosmetics, facial blendshapes, hairstyles, facial hair, tattoos, skin tones, and eye colors.
- Implemented a solo + duo (2+ characters) emote pipeline including props, VFX, SFX, and cinematic camera cuts.
- Worked closely with artists to review and improve character asset quality (topology/geo, skin weights, UVs, and rig validation).

01/2023 - 06/2024

Full Draw LLC

Owner

- Produced court-ready UE5 visualizations of incident scenes (crime scenes and accidents) for litigation support.
- Designed and developed SCORM-compliant WebGL eLearnings (Unity + Storyline) covering PPE and OSHA-focused training topics.

09/2017 - 01/2023

VARtech LLC

Co-Founder

- Developed a VR world-tour application enabling teleport navigation across 3D-scanned historic monuments and museums.
- Delivered VR/AR training solutions for DoD, including stereoscopic images + 3D assets for ship tours, base familiarization, and aircraft weapon systems training.
- Designed and developed VR training for Mobile Elevating Work Platform (MEWP) equipment operations.
- Created a skilled-trades STEM VR experience for local high schools (ironworking and steel-beam erection).
- Developed a SCORM-compliant WebGL high-voltage switching simulator.
- Built a VR emergency preparedness experience featuring NPCs, realistic environments, and voice-command interactions.
- Produced the *Let's Make a Deal* VR experience using stereoscopic 360 video and interactive virtual props.
- Developed an OSHA-compliant AR inspection application for ports/marinas using heavy-duty magnetic tags as image targets.
- Developed a cardio exercise VR experience using an exercise bike and a Bluetooth speed/cadence sensor with virtual instructors.

12/2016 - 09/2017

Treat Tec

Game Developer

- Contributed new features to an in-house battlefield operations simulator.
- Created a three-gun VR demo using airsoft weapons + VIVE trackers (pistol, shotgun, rifle tracking).
- Integrated an M2 machine gun prop (electronic solenoid) to deliver a realistic shooting demo with interactive targets.

Education

2007 - 2010,
Virginia Beach, VA

Bachelor of Science (B.Sc.), Modeling, Virtual Environments and
Simulation, ECPI University

Skills

Unity



C#



AI Prototyping



Firebase



UE5



Photoshop



3ds Max



MySQL

