

PERSONAL DETAILS

Name	Tim Chrisman
Web	http://www.timchrisman.com
Contact	(757) 544 - 8331
Email	timothy.chrisman@gmail.com

EDUCATION

High School	Hickory High School
University	B.S. Computer Science, Programming and Simulation ECPI University
	Games Club Member: After school program geared towards students developing games

EXPERIENCE

VARtech

Sept 2017 – Present

CEO / Owner

- Daily operations, writing proposals, statement of work, establishing budgets and project plans
- Executing & delivering a wide variety of projects (AR/MR/VR/PC/Mobile)
- Sales & marketing
- Software development
- Quality control
- Acquisition of proper talent for various tasks

Threat Tec

Dec 2016 – Sept 2017

Software Developer

- Development of OpEx – a virtual battlefield exercise training tool
- Game design and development of a Virtual Reality training using the Vive system and tracking real weapons
- Executing tech demos
- Mobile application development (Android / iOS)
- Prototypes and concepts developed in Unity for both VR and AR hardware and devices

MYMIC Simulations LLC

Nov 2015 – Dec 2016

Production Manager

- Responsible for creating SOW/LOE for new opportunities
- Project Management
- Manages the develop team
- Ensure all customer requirements are met and product is of highest quality on delivery
- Participate in sales calls and other business development opportunities
- r&d on new technology hardware/software
- Unity3D development

MYMIC Simulations LLC

Oct 2010 – Dec 2016

Game Developer

- Develop immersive 3D training programs for various customers
- Programming | 3D Modeling | Level Design | Animations | Lighting | Particle Systems

PROFILE

I have been developing and producing 3D training content for almost a decade. I have experience with development and distribution of applications on all major platforms and hardware. I have the ability to learn and adapt to new software and hardware very quickly, which keeps me on the cutting edge of technology. Recently, I made a transition to start my own business developing commercial training products. With this transition, I have had the opportunity to obtain new skills and talents that aren't typically accessible as a developer.

SPECIALITIES

Augmented Reality
Virtual Reality
Game Design
Level Design
3D Art
Mocap

SKILLS

C#
HTML5
PHP
MySQL
Vuforia AR

SOFTWARE

Unity 3D
Autodesk 3Ds Max
Adobe Creative Cloud
Substance Painter
Microsoft Office Suite

KNOWLEDGE

Animations
Motion Capture
Debugging
Quality assurance
Game Development
Video production