

## INTRO

I can take a software application from idea to production with minimal resources in a relatively short time and thus on a very tight budget.

If you have an idea of what you wish to accomplish, I can help you nail it down to a realistic objective, then build it for you, hiring outside experts where required.

## VR WORK SUMMARY

After building and releasing a VR product for end-client General Motors for the 2013 Detroit Motor Show, I developed a strong interest in this new area of development. A very powerful medium that presented some interesting challenges.

Since then I've designed and built a number of VR apps for clients that run on Oculus Rift, Gear VR and Oculus Go.

All my VR work has been developed with Unity 3D, allowing multi-platform delivery.

## EXPERIENCE

- Windows, Macintosh, iOS, Android, embedded (PIC32, Arduino)
- ANSI C, C++, C#
- OpenGL, OpenAL, Video, Sockets
- Visual Studio, Unity 3D
- Interactive 3D, VR, audio, communications

## PUBLISHED ARTICLES

Dr Dobbs Journal: [Cross-platform video development](#) (C, Quicktime, Mac/Windows)

Dr Dobbs Journal: [Cross-platform 3D graphics development](#) (C++, Apple RAVE 3D, Mac/Windows)

Dr Dobbs Journal: [Netscape plug-in development](#) (C++, Mac/Windows)

## RECENT

Worked with specialist consultancy [4D Pipeline](#). Developed for [Bunkspeed](#), [P3D](#), [zSpace](#), [Unity Technologies](#), [3DEXCITE](#). Work involved holographic 3D educational applications, photo-realistic rendering applications, interactive 3D product development tools, product simulations. CAD ray-tracing plug-ins and Oculus Rift VR. Developed products for [Panedia](#) ([360 video player](#)), and a [VR LMS](#).

## SOME PREVIOUS CLIENTS

Gold Coast 2016 - current

Busy At Work - Oculus Go apprenticeship simulation games

VRLearn - Gear VR and Oculus Go Learning Management System

Panedia - Gear VR and Oculus Go 360 Video apps

Remote work 2013-2016

Symbol - Agent-based Modeling (funded research)

4D Pipeline - 3D products, C#, C++, Unity, zSpace, Oculus Rift, FlexNet, NVIDIA Iray

Gold Coast 2012

GNT Engineering - embedded software, industrial monitoring hardware (MPLAB-X, ANSI C, PIC32)

Canberra 2000

PricewaterhouseCoopers - web apps and reporting tools (Java, Oracle PL/SQL, Perl)

Sydney 1992-2000

Amicus - x-platform desktop web app (C++, Mac/Win/Linux)

Pulse Internet Marketing - web applications (Java, ColdFusion)

Brilliant Digital Entertainment - game production tools (C++, MFC, Win)

Open Access - UDP multimedia messaging system (ANSI C, Win NT, UDP Sockets)

Big Animated Digital - multimedia training tools (Macromedia Director, C, Mac, Win)

Applied Learning - multimedia CBT tools (Director, Authorware, Mac, Win)

## LINKS

[Home page](#)

[Linkedin profile](#)