

Qualifications

Unity, C#, XR, Python, GLSL, Touch Designer, Realtime Animation, After-Effects, Arena, Maya, Blender, Substance, Test Driven Development, React, Redux, Angular, Node.js, JSON, SQL, Mobile

Experience

Principal VR Developer

10/19-Present | Good People Solutions, Remote

- Developing VR Empathy Training modules from concept to execution.
- Publishing to cross platform HDR, including Vive, Rift, Go and Quest

Director

06/15-Present | Digital Art Demo Space, Chicago

- Maintaining infrastructure, staff, policies, and curatorial mandate of art space.
- Interactive Multimedia installations (Kinect, XR, mixed reality)
- Realtime Audience-Interactive Audiovisual Performances
- Curation of shows focusing on games as performance, and audiovisual experiences

Senior Software Engineer

03/17-11/19 | Signal, Chicago, IL

- Converting backbone legacy app to react.js
- Data visualization, filtering and displaying data for massive data sets
- Test Driven Development Unit Testing with karma and jasmine, jest and enzyme
- Architecting structure of new app, shared components, libraries, micro-services to monoliths

Senior Engineer

11/16-06/19 | PowerTower, Chicago, IL

- Parsed RESTful APIs and presented with React / Redux
- Custom facial tracking software and assets for interactive games
- Created interfaces for public charging stations using electron
- Developed algorithms for custom data analytics and visualization

Senior Front End Engineer

05/14-10/16 | Shiftgig Chicago, IL

- Managed public facing tools in backbone.js & react.js, consumed RESTful APIs
- Live multiple user interaction using websockets, couchDB with pouchDB
- Responsive web development for mobile using media queries
- Backend orchestration layer for advanced RESTful needs using Python
- Javascript unit testing with QUnit Mocha and Jasmine
- Motion graphics and animation for commercials.

Developer

03/11-05/14 | Sears Holdings, Chicago, IL

- Managed applications in Backbone.js, worked with RESTful APIs
- Wrote Javascript/Jquery scripts and implemented into OWS framework
- Flex Development of interactive infographics for financial metrics
- UX and Gamification Design
- Motion graphics for Sears commercials

Education

2008 School of the Art Institute, Chicago, IL

- Bachelor of Fine Arts, Emphasis in New Media
- Merit-based 4-year Scholarship

Thorne Brandt

- Deans List

Interests

Learning. Playing. The space connecting games, art, and education. Merging disciplines and demographics. Sound responsive installations. Realtime audiovisual performances. Currently running a new media gallery that specializes in games as performance, multi-media installations, and audiovisual performances.

Daily Realtime Audiovisual Sketch: [instagram.com/thornebrandt](https://www.instagram.com/thornebrandt)

Goal

To learn something and create something new everyday, specifically transformative & immersive experiences. I'm very inspired by the care and attention to detail put into experiences at amusement parks and try to treat every project as if I were designing an amusement park for toddlers.

References

Mike Lutton | Direct Manager @ Signal | michael.lutton@gmail.com | 740.501.3164
Brian Eagan | Director of Engineering @ Shiftgig | brian@shiftgig.com | 312.368.1151
Shinji Kuwayama | VP Engineering @ Signal | shinji@kuwayama.com | 773.704.7994