

# Thorne Brandt

## Creative Technologist

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### Thorne Brandt

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### Skills

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Unity, C#, XR, WebGL, Javascript, WebRTC, Socket.io, Python, GLSL, Realtime Pose Tracking, Realtime Audio Responsive Animation, Touch Designer, After-Effects, Resolume Arena, Blender, Substance, three.js, react.js, node.js, Database Architecture, iOS/Android development, XCode, lidar

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### Experience

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#### Senior Unity Developer / Groove Jones

September 2021 - PRESENT, Dallas, TX (REMOTE)

Built architecture for cross- platform real-time cinematic mobile body tracking experience using WebRTC to stream AWS MEC 5G networks, and AI datasets for pose detection from handheld mobile camera. Animated AR effects using custom shaders and VFX Graph. Skinned avatars, designed skeletons to interpret real-time motion data. Optimized FPS and designed shaders and particle effects, and light bakes, specifically for Vive Focus 3. Designed spatial sound in Wwise.

#### Principle VR Architect / Good People Solutions

June 2019 - February 2020, SALT LAKE CITY, UT (REMOTE)

Developed VR Empathy and Implicit Bias Training modules from concept to execution for cross platform HMDs, including Vive Focus and Quest. Developed custom shaders. Designed 3d environments. Animated dialog. 3D Stereoscopic skybox video player.

#### Director / Digital Art Demo Space

June 2015 - Present, CHICAGO, IL

Maintaining infrastructure, equipment, staff, policies, and curatorial mandates of art and performance venue. Designed and built Interactive Multimedia Installations (Lidar / Kinect / XR, Mixed Reality). Performed Real-time Audience-Interactive Audiovisual Performances.

#### Lead Software Engineer / Signal

June 2015 - Present, CHICAGO, IL

Managed small teams. Mentored junior members. Developed architecture for structure of app, developed workflow for peer review and test coverage for accepting commits. Taught Test Driven Development. Data visualization of massive data sets. Referred to big-O notation for optimization.

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### Education

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#### School of the Art Institute of Chicago / B.F.A.

September 2002 - May 2008, CHICAGO, IL

Bachelor of Fine Arts, Emphasis in New Media. Merit Based 4-year Scholarship. Audience Award Winner of 2008 Animation Festival.