

# CAMERON HORST

## Game Developer – Technical Designer

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## WORK EXPERIENCE

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### Artists of the Industry

September 2017 - Present

Lead Designer / Unity Developer

- Lead developer on interactive experiences for augmented and virtual reality from concept through production.
- Designed experiences for platforms and technologies including: Mobile AR, 3dof and 6dof VR, 360 Domes, RFID, and 360 Video.
- Contributed to early concept design and built rapid prototypes to iteratively-test ideas.
- Met with prospective clients to demonstrate our products and to deliver proposals. Interfaced with current clients throughout development for regular reviews.
- Optimized production by developing production pipelines and building Unity editor tools and workflows integrating with back-end media servers. Built automated spreadsheets for asset and data tracking.

### Pawmigo

June 2017 – December 2017

Unity Engineer / Developer

- Ported *Cat Sorter VR* from SteamVR to OVR for publishing on the Oculus Store.
- Wrote a custom VR interaction framework to replace VRTK to improve flexibility and reduce platform dependency.
- Implemented new mechanics such as grabbing, snapping, throwing, physics constraints, buttons, and levers.

### Ground Control Systems

May 2016 – September 2016

Animator / 3D Motion Graphics Design

- Designed, animated, and composited animated graphics for Ground Control's bike rack and bike dock products.

### Night School Studio

September 2015 – February 2016

Animator Support

- Worked in a custom node framework to add animations to the branching narrative game *Oxenfree*. Released on PS4, Xbox One, Switch, and iOS in 2016.

## EDUCATION

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### Chapman University, Orange, CA

2013 - 2017

B.F.A. Digital Arts

Minor Game Development and Programming

## TECHNICAL SKILLS

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<b>Languages</b>	C#, Editor Tools, Google Apps Script / Sheets Automation
<b>Software</b>	Unity, Maya, Substance, Adobe CC, Blender, Houdini, UE4, GitHub / Source Control
<b>Skills</b>	Game Programming, Game Mechanics, UX / UI Design, XR Development, 3D Mathematics

## PROJECTS

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### Marriott - Virtual Tour Platform (PC, iOS)

- Developed virtual tour platform
- Interface design, UI / UX development
- Built editor tools and automated production
- Integrated tools with back-end media server

### United Airlines - VR Virtual Tour

(Mobile VR, Oculus Rift)

- Developed interactive tour of data center
- Designed real-time motion graphics
- Built VR run-time editor tools for object placement

### Coca-Cola - Connections Terminal (PC)

- Built networking application for leadership conference
- Utilized RFID badges for attendee identification
- Integrated with back-end database
- Connected attendees by interest, region, and role

### Cat Sorter VR (Steam, Viveport, Oculus)

- Ported game from SteamVR to Oculus VR
- Refactored game systems and code
- Built custom interaction framework
- Implemented new mechanics and features

### Oxenfree (PC, PS4, Xbox, Switch, iOS)

- Added all game animations
- QA tested characters and dialog branches

### AR Cocktail Menu (Mobile AR, iOS, Android)

- Developed AR cocktail menu in Unity
- Physical coaster functions as a radial menu
- Ported application to Snapchat's Lens Studio
- Viral response on Twitter (146K impressions)

### VR Training - Boombox Repair Demo (Oculus Quest)

- Led design, development, modeling and art
- Solo programmer, 5 week project
- Created custom mechanics and interactions
- Built dialog system integrating with Google Sheets and Google Cloud AI Text-to-Speech
- Profiled and optimized performance for Quest