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### **Unity / VR / 3D Developer**

Creative developer specializing in immersive 3D experiences, Unity games, and VRChat worldbuilding. With a foundation in education and project management, I now build highly optimized, visually compelling environments, avatars, and gameplay systems. Proficient in Unity 2022, Blender, Udon Graph/Udon#, Poiyomi shaders, particle systems, C#, and responsive HTML/CSS/JavaScript web deployment.

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## **3D & INTERACTIVE MEDIA PROJECTS**

### **Game Development (Unity • C# • Particle FX • Animation)**

- *The Arcane Trials* – UFO obstacle game with precision physics, particle trails, and WebGL deployment.
- *Mountain of the Arcane* – Rail shooter with Timeline-driven events, terrain design, and wave-based enemies.
- *Ready Player One: Hot Pursuit* – DeLorean chase game with baked lighting, navmesh AI, and cinematic particle FX.

### **Virtual Experiences (VRChat • Bigscreen VR • Udon# • Optimization)**

- *Fantasy Character Museum* – Literature-based VRChat world with networked scrolls, particle wands, and ambient audio zones.
- *The Stacks* – 7-zone RPO-inspired VRChat world with animated portals, DeLorean driving, and concert/event stage.
- *Valentine's World 2025* – Three-scene VR narrative: cloud temples, animated cathedral dance synced to AI vocals, cyberpunk apartment with interactive picture book.
- *Movie Island (VRChat & Bigscreen)* – Tropical viewing venue with 5.1 surround, torch toggles, and ocean ambiance; optimized terrain and firepit built in Blender.

### **Avatar Development (Blender • Rigging • Poiyomi • OSC Logic)**

- *JB\_Scratch* – Custom rigged avatar with 100+ toggles, animated visemes, wristwatch, OSC-driven parameters, and rigged bulldog companion.
  - *Bria* – Female avatar with rigged wardrobe, real tattoo-based textures, 6 hairstyles, material swaps, and optimized Quest fallback.
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## **WEB DEVELOPMENT PROJECTS**

- *JasonGlynn.com* – Fully custom-coded HTML/CSS/JS portfolio with modal resume viewer, responsive navigation, Swiper.js image carousels, and embedded WebGL builds.
  - *JavaScript Systems* – Authored modular JS controlling lazy loading, modal interactions, Swiper instance handling, and game iframe logic.
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## ADDITIONAL PROFESSIONAL EXPERIENCE

- **Freelance Tutor** – *Self-employed* – Washington, DC – 2021 – Present  
Tutoring in writing, literacy, and executive function while pursuing Unity/VR expertise.
  - **Library Associate** – *DC Public Library* – Washington, DC – 2022 – 2024  
Led digital learning programs and youth VR initiatives.
  - **Site Lead / Consultant** – *Lindamood Bell Learning Processes* – 2016 – 2021  
Managed staff training and oversaw research deployments.
  - **Additional experience:** Literacy tutor, government intern, journalist, nonprofit founder, editor, and welding/manufacturing work (available on request).
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## EDUCATION

B.A. International Relations, American University – *Summa Cum Laude, GPA 3.95* 2017  
A.A. Political Science, Southern Maine Community College – *GPA 3.98* 2015

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## CERTIFICATIONS & HONORS

- CAPM: former Certified Associate in Project Management (2021-2024)
  - Microsoft Office Specialist: Word & Excel
  - Phi Beta Kappa • Phi Theta Kappa President
  - NIH INBRE Neuroscience Fellow
  - New Century Scholar (Top academic award for Maine, 2014)
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## SKILLS AND TOOLS

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| <ul style="list-style-type: none"><li>● Unity 2019 &amp; 2022</li><li>● Blender 3D Modeling &amp; Animation</li><li>● C# Programming &amp; Unity Scripting</li><li>● Git, GitHub, and Source Control</li><li>● Web Development (HTML5, CSS3, JavaScript)</li><li>● Adobe Photoshop and Substance Painter 3D</li><li>● Shader Systems &amp; FX (Poiyomi, Unity Shaders)</li><li>● Udon#/Udon Graph</li><li>● VR/AR Development</li></ul> | <ul style="list-style-type: none"><li>● AI Prompt Engineering</li><li>● Research &amp; Analysis</li><li>● Training, Mentoring &amp; Staff Development</li><li>● SOP Development &amp; Process Optimization</li><li>● Quality Assurance &amp; Troubleshooting</li><li>● Data Analysis &amp; Presentation</li><li>● Editing &amp; Proofreading</li><li>● Microsoft Office Suite (Certified)</li><li>● Technical, Freelance &amp; Journal Writing</li></ul> | <ul style="list-style-type: none"><li>● Primary &amp; Secondary LMS &amp; DAMS Platforms</li><li>● Project &amp; Program Management</li><li>● LEAN, ISO, &amp; Six Sigma Familiarity</li><li>● Customer Service &amp; Empathy</li><li>● Typing Speed: 50 WPM</li><li>● Effective Communication &amp; Problem Solving</li><li>● Statistical Analysis</li><li>● Team Leadership &amp; Active Listening</li><li>● Mandarin Working Proficiency</li></ul> |
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