Michael J Gelon

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Career Objectives

Challenge myself on a team at the forefront of technological innovation
Craft mixed reality experiences that are a joy to use
Create elegant visuals that effectively communicate ideas

Key Competencies

VR / AR Development	User experience	User research
Visual design	Data Visualization	Audio capture
Audio composition	Video editing	Motion graphics
3D Modeling	Presentation design	Mock-ups / Demos

Main Software

Unity 3D (VIVE, HoloLens)	Adobe Photoshop CC	Blender 3D
Adobe After Effects CC	Adobe Premiere Pro CC	FL Studio 12.5
Adobe Illustrator CC	Autodesk Maya	Microsoft Office 2016

Education

M.S. Degree, **University of Washington**, Seattle, WA, December 2015
Human Centered Design and Engineering
Overall GPA: 3.98

Bachelor of Arts, **University of Washington**, Seattle, WA, June 2012
Major: Anthropology (Globalization Specialization)
Overall GPA: 3.49

Associate in Arts, **Bellevue College**, Bellevue, WA
Started March 2013
Degree: Digital Media Arts
Current GPA: 4.0

Work History

Virtual Reality Development, February 2016 – Current
Tosolini Productions, Bellevue, WA
- R&D, prototyping, and design on HTC Vive & HoloLens in Unity3d

Motion Graphics, October 2016 - Freelance
Guenther Group, Seattle, WA
- Motion graphics, editing

Videographer, June 2015 – October 2016
Way & Co. Presents, Seattle, WA
- Video capture, coordination, and editing for live music events

Sample Projects

VR Dev, Tosolini Demo Reel, May - August 2017
- Solo developer, visuals, audio, interaction design, concept
- Large scale interactive environment built to showcase multimedia content

AR Dev, Videography, Planning ARKit Museum of Flight Demo, July 2017
- Unity developer, concept, audiovisual capture
- Developed portal effect to showcase Matterport model of rare plane (Link)

VR Dev, VR Stages, Feb – March 2017
- Solo developer, HTC VIVE
- Model of stage space - added VR interactivity and customization (Link)

AR Dev, HoloStages, October – December 2016
- Solo developer, Microsoft HoloLens
- Manipulating furniture layouts in AR (Link)