

# Bobby Laudeman

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## EDUCATION

### **B.S. Computer Science**

California State University, San Bernardino

September 2016 - December 2020

## EMPLOYMENT

### **Lead VR Developer | CSU San Bernardino | May 2021 - Present**

- Responsible for managing: programmers, 3D artists, and UI/UX designers on different virtual reality projects.

- Provided project scoping and technical consulting for faculty and staff.

### **VR Developer | CSU San Bernardino | December 2017 - May 2021**

- Created virtual reality projects within the Unity and Unreal game engines, using Git for source control, in a team environment.

## PROJECTS

### **Nursing Simulation | VR (Unity & WPF [Git])**

- Developed a WPF launcher for college nursing students to enter personal information into an encrypted text field and launch the executable game file.
- Worked on the core state machine which controls the flow of interactions within the simulation.
- Used machine learning techniques of natural language processing to evaluate students' input.

### **Ambrosia | VR (Unity [Git])**

- Developed a simulation to teach college anthropology students and test their ability to complete a transect survey.

### **Infinite Runner | VR (Unreal [Perforce])**

- Created a short demo to showcase VR gameplay.
- Implemented a linear-based procedural map generation system.
- Implemented gameplay elements such as physically jumping and strafing to avoid objects.

### **Timesheet Application | Console (C# / .NET [Git])**

- Created an application which allowed my coworkers to automatically fill out pdf timesheets.

### **Yield | Android (Android Studio [Git])**

- Worked with a team to create a mobile application which detects crops within a given plot of land using TensorFlow.

### **AR Application | IOS (Unity)**

- Developed a mobile application for 3D model viewing.
- Implemented a finger gesture interaction system for modifying: scale, rotation, and position.

## SKILLS

Git, Perforce, WPF, Unity, Unreal, Virtual Reality, Blender, .NET, .NET Core, VIM, Windows, Linux, IOS, VSCode, React, Three.js, PostgreSQL, Android Studio

Adobe Software: (Premiere, Photoshop, Illustrator, After Effects)

## LANGUAGES

C++, C#, Python, HTML5, CSS, JavaScript, Java, SQL

## RELEVANT COURSES

Data Structures  
Algorithm Analysis  
Game Programming  
Web Programming  
Adv. Operating Systems

## AWARDS

Cum Laude  
Dean's List  
Dean's Letter

## **COMPETITIONS**

### **AWS Hackathon**

- Web Application Hackathon at CSUSB (2019)

### **Google Cloud Platform Hackathon**

- Web Application Hackathon at CSUSB (2020)

## **AFFILIATIONS**

### **Virtual Reality Club | CSUSB | December 2019 - December 2020**

- Founding member