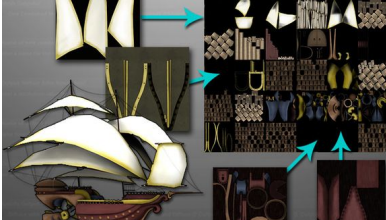





Thumbnail	Name	Software	Responsibilities
 0:03 - 0:16	Python Mass Texture Reassignment Script	Maya 2016 Python	Wrote a script in Python which creates a single texture atlas from multiple objects and images. It supports 2D and 3D procedural textures, as well as transparency. This script also includes many options for optimizing UV space in newly created textures. These texture atlases save on render time as well as draw calls.
 0:17 - 0:29	Python Mass Texture Reassignment Script	Maya 2016 Python TURTLE renderer	Wrote a script in Python which applies a new material, texture node, and image file to each selected object. The user selects geometry and enters in the file path and prefix of the texture or set of textures. From the selected object's shape node, the script creates a naming convention and applies textures.
 0:30 - 0:43	Banana Dash	Unity 3D Monodevelop C#	Incorporated joystick interaction, particle effects when losing and gaining bananas, blend-shape driven animation, sound, randomized NPC interactions, and real-time score feedback into this game. Built level from pieces provided by artists. Scripted an arcade mode which cycles through various cameras, plays through without user interaction, and alternates between instruction panels.
 0:44 - 0:57	Hangar of the Future	Maya 2016 Unity 3D Visual Studios C#	Developed 3 modes of an educational simulation to facilitate learning of proper aircraft maintenance. Designed and scripted infrastructure such that steps, feedback, and animations can be added to the simulation easily. Created all animations in a combination of Maya and Unity. Implemented Vuforia to add Augmented Reality to mobile application.