

# WILLIAM REED SEAL FOSS

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## Summary of Qualifications

- Experienced developing software for PC and mobile platforms.
- Specializing in VR/AR/XR application design and development.
- Broad knowledge and experience in all steps of 3D content creation.

## Technical Skills

- Programming Languages: C, C++, C#, Java, JavaScript, Python.
- APIs: Android, NumPy, Open GL, Unreal Engine 4, Unity 3D, Autodesk Maya, Three.js.
- Design Software: Adobe Photoshop, Adobe Premiere, Autodesk Maya, Pixologic ZBrush, Substance Painter.

## Accomplishments

- Graduated cum laude with a B.S. in Computer Science from George Mason University, 2020.
- Published VR application “Blocks Simulator”, 2019.
- Nominated at 32<sup>nd</sup> Annual News and Documentary Emmy Awards for design and development of Deep Down: The Virtual Mine, 2011.
- Founded 3D design firm Sandcastle Studios, 2007.

## Professional Experience

- Environment and technical artist, VIPR VR, September 2014 - February 2015
- Freelance 3D design, February 2012 – September 2014
- Creative Director, Sandcastle Studios, January 2007 – February 2012
- Node Center Operator/Supervisor, US Army Signal Corps, July 2002 – July 2006