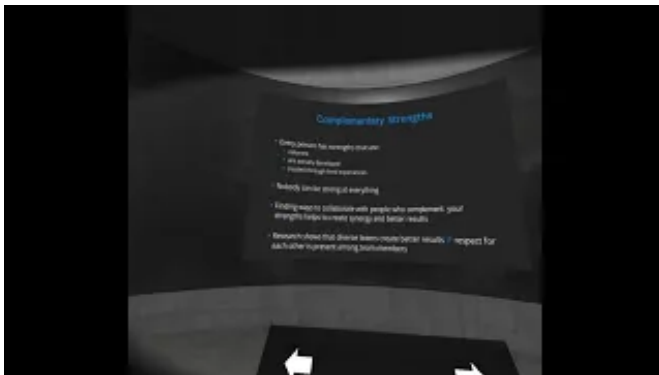
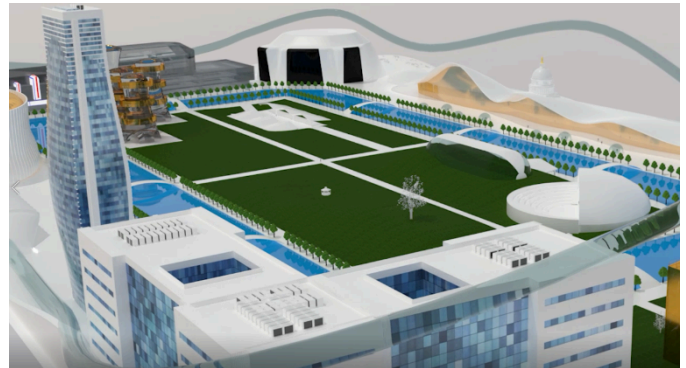


WORK PRODUCT EXAMPLES

What is the Virtual City?: This brief instructional video gives a description of the Virtual City while presenting images of the actual prototype in development. I created this video to represent the intuitive nature of these interactive and immersive worlds to the younger generation. It was to be used as a marketing tool for the company AccessVR.



D&I Training- Strengths Module: One in a series of immersive training experiences that teach the user a variety of skill sets - among them Diversity & Inclusion, team building, respect, and personal strengths. This is a demonstration of the actual US Government (USG) VR training proof of concept that I helped build while a student at SU. I was hired by the USG as an independent contractor to work on the project.

Virtual City Prototype: This video shows the initial prototype of the Virginia Virtual City. While a student at SU, I helped build the initial prototype as part of a contract the lab had with the Center for Innovative Technology (CIT).





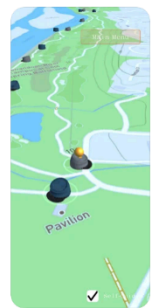
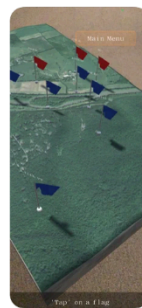
“Rachel”: This 360 VR exhibit was created for the Ben Lomond Historic Site. It is based on the life of Rachel, an enslaved woman hired out to the Pringle family for the year 1857. I assisted in production and editing of this VR exhibit.

Through Their Eyes (App): I helped build the application for the Cool Spring Battlefield Historical Site while a student at SU. The app uses Augmented Reality to recreate scenes from the 1864 Battle of Cool Spring and can be used anywhere as long as you have a map of the property. Users tap on any one of several flags that mark locations of regiment battles and a video of a recreated battle will play.



Through Their Eyes US
Shenandoah University
★★★★★ 5.0 + 1 Rating
Free

Screenshots [iPhone](#) [iPad](#)

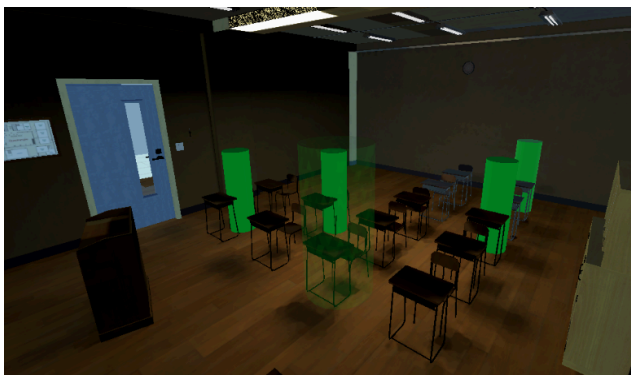


SUYTI: This 360 video is a promotional video for the Youth Theology Institute at Shenandoah University. As one of my first solo projects at SU I was tasked with filming and editing the footage of this project. It involved going to DC and getting additional B-roll and then putting it together for the program.



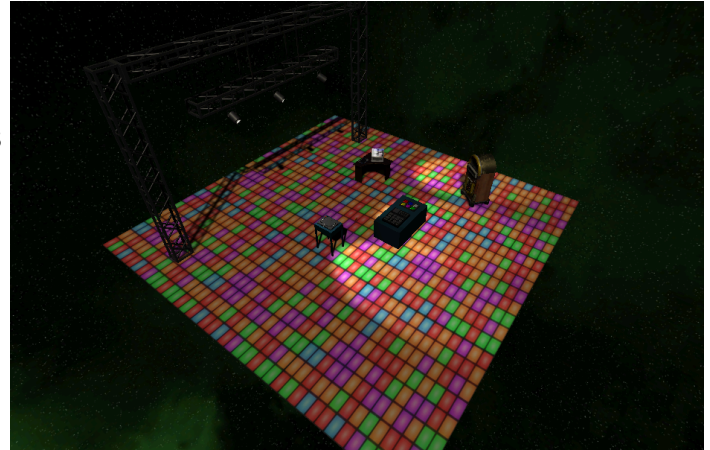
Careers in Pharmacy: Promotional video of an interactive app that I helped create, explaining the various available pharmaceutical careers. The video was created for a conference zoom presentation during the pandemic so the pharmacy department could show what it was capable of as they could not demonstrate it live.

Virtual Presenter: This project is an application that is designed for students to import a presentation that they have created so that they might practice their presentation in front of a simulated audience. The app records audio and video and saves it directly to the VR headset for both the student and their professor to view later for feedback and review. I was hired to build this project as an independent contractor by an outside company during my sophomore year at SU.



Active Shooter: This program is a virtual reality training module for students and teachers to learn and practice the steps they must need to take when dealing with an Active Shooter in their building. This ranges from locking down the classroom to evacuating students off the premises. I was hired by the same company that hired me to build the Virtual Presenter project as part of a contract they had with the State of VA public school system.

Soundboard VR: This experience was designed for your average VR user to go into a simple environment and play with sixteen set sound effects that I created as well as manipulate the color of the lighting in the environment. I used Unity and the Tilia Virtual Reality Toolkit to create the VR mechanics. The soundboard and buttons were all made in Blender. The purpose was to have a simple application in which VR users could relax without any objectives.



Jungle Tactical Maze: This experience is designed to give the user a sense of presence as they physically walk around a room and while inside of a virtual world, walk across a cavern on a rope and plank bridge. This was developed in Unity using the Virtual Reality Interaction Framework and an environment asset pack off the unity asset store. This was developed by me for AccessVR's lab opening and as their first acting Tactical Maze.

Bars & Bullets: This is a video game developed by me and a classmate of mine, that acted as a looter-shooter with an emphasis on music. The game was made in Unity and featured off audio that we made for it. This was developed for our GAME 367 course.



TO ADD: Stafford Museum, OrchestrateVR, Garden Walk, Virtual War Room