

Contact

rdice.3d@gmail.com

<https://www.r3dstudios.com>

Technical Skills

- Gameplay Programming
- UI Programming
- AI Programming
- Visual Scripting
- Project Management

Software/Languages



Soft Skills

- Time Management
(I live by my outlook calendar)
- Leadership
- Discipline – able to work without motivation.
- Communication and Public speaking

Education

Ferris State University

Bachelor of Applied Science
Digital Animation & Game
Design

Experience



Digital Technical Designer Intern | Viking Group, Inc.

Virtual Viking | August 2023 – Present 

- Using Unreal Engine 5 to create VR simulations and animations of Viking's different fire suppression systems.
- Executed VR optimization for seamless experiences on both high-end systems and Meta Quest 2
- Collaborated with a cross-functional team using Jira for project tracking and GitHub for source control.
- Researched different Unreal Engine methods and tools to implement and improve upon performance within the existing project.

Other Projects

Lead Technical Designer | Programmer

Project Flutter Beam | March 2022 – December 2022  

- Created main menu.
- Rigged, animated, and balanced weapons for a balanced and fun FPS experience.
- Researched and experimented with diegetic vs HUD for ammo count, grenade count etc.
- Created an online multiplayer experience using C++ and UMG, making it possible to set up and join servers that are locally hosted by players! (The first online multiplayer project to come from Ferris State!)

Grand Rapids Through Time | January 2021 – May 2021

Lead a team of forty in creating a VR exhibit at the Grand Rapids Public Museum. Our task was to create an immersive exhibit of Grand Rapids through time. Oversaw the creation and implementation of 3 time periods in a VR setting. Made sure targets were hit on schedule and technical requirements were met.

GDC Conference Associate

2022 | 2023 | 2024