

Samuel Neblett

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OBJECTIVE: To work in a position that will allow me to utilize my skills as a 3D modeler and software developer by building true to life simulations, industry-shaking games, and vivid environments.

EDUCATION: International Academy of Design & Technology, Orlando, FL
Bachelor of Fine Arts in Game Production – 3D Modeling and Animation, April 2012
Graduated magna cum laude

CERTIFICATIONS: Unity Certified Developer
Unity Technologies, Certificate 201708UCD2546
3DS Max 2014 Certified Professional
Autodesk, License 348175

SKILL SET: Proficient in the following systems and applications:

<ul style="list-style-type: none">Autodesk 3ds Max, Maya, ZBrush, Mudbox, Blender, Terragen, Bryce, SketchUp, World Machine 2	<ul style="list-style-type: none">Adobe Photoshop, Illustrator, Dreamweaver, Flash, GIMP, Microsoft Office Suite
<ul style="list-style-type: none">Unity 3D, Unreal Engine 4, Unreal Engine 3, UDK, Hammer, CryENGINE 3, Torque 3D	<ul style="list-style-type: none">C#, JavaScript, ActionScript 3.0, UnrealScript, Python
<ul style="list-style-type: none">Oculus Rift, HTC Vive, Gear VR, Google Cardboard, Leap Motion, Kinect, Wearable Technology, 3D Printing, CAD/CAM/CNC	<ul style="list-style-type: none">Scrum, Kanban, Agile software development, Git, Subversion SVN, version control systems
<ul style="list-style-type: none">Adobe Premiere, After Effects, Sony Vegas, Final Cut Pro	<ul style="list-style-type: none">Android Platforms, iOS Platforms, Kindle, Nook, Touch Devices, Windows, Mac OS X, Linux, BSD

EXPERIENCE:

AR/VR Demo Solutions Senior Specialist

SAP America

8/2016 – Present

<http://www.sap.com/>

- Lead Software Developer and 3D Modeler for AR and VR Presales demo software
- Conceptualizes and architects end-to-end scenarios showcasing SAP solutions in AR and VR environments
- Organizes a global team across multiple continents to develop Unity projects, 3D models, animations, and interfaces for AR/VR
- Primary AR/VR platforms developed for in role: Microsoft HoloLens, Gear VR, Google Cardboard for iOS and Android

ITSS Modeler - Software Developer III

National Aeronautics and Space Administration (NASA)

2/2014 – 8/2016

<http://www.nasa.gov/centers/kennedy/home/>

- NASA contractor on the ITSS contract under Technik, Inc. at Kennedy Space Center, FL
- Lead / primary 3D modeler for the IT Advanced Concepts Lab handling the 3D modeling and integration of various high and low poly 3D models for various simulations, products, projects, and programs
- Designed and programmed the entirety of the VECTR (Virtual Environment Computational Training Resource) virtual reality training system for ground operations at NASA's Kennedy Space Center. The VECTR system was built with the Unity engine and utilizes the Oculus Rift virtual reality headset, third-party input devices, and can be independently configured for multiple procedures.
- Responsible for modeling various rockets / ICBMs, spacecraft, payloads, mechanical components, facilities, ground structures, and related 3D objects as needed
- Experience developing with several virtual reality and augmented reality devices including Oculus Rift, Gear VR, and Google Cardboard. Experience 3D printing on multiple 3D printers. Experience working with and cleaning up engineering CAD models.

Graphic Specialist II

Logistic Services International, Inc.

5/2012 – 2/2014

<http://www.lsijax.com/>

- Responsible for creating, animating, and texturing 3D assets from photo and CAD references for military aircraft, electrical components, and moving mechanical components. Experience on active runways, aircraft hangars, and US military bases.
- Regular collaboration with US Military Subject Matter Experts, Software Engineers, Electrical Engineers, and Project Managers
- Programmed the entirety of the Oculus Rift Maintenance Simulator demo and the Unity 3D Mobile Simulator demo for the LSI booth at the ITSEC 2013 conference
- Involved with the following Department of Defense contract projects:
 - Torque 3D Virtual Interactive Environment – CH47F Chinook VIE, AH-64D Apache Block 2 VIE, AH-64E Apache Block 3 VIE

Mobile Developer

Sam Neblett Mobile - Published under developer name "Sam Neblett" and "Samuel Neblett on iTunes"

4/2012 – Present

<http://www.samneblett.com/>

- Sole developer of the Android and iOS games "3D Spirit Board FREE", "3D Spirit Board PLUS". Sole developer of the Android game "Amplified Current". Lead Android Platform Programmer for "Ring of Fire TOUCH", sole developer of multiple upcoming mobile games currently in development. Over 500,000 total downloads across all platforms as of October 2017. Android and iOS apps developed primarily with the Unity 3D engine.
- Apps available on iTunes, Google Play, Amazon Kindle / App Marketplace, and the Barnes & Noble Nook Store

Technical Artist

12/2011 – 5/2012

Simiosys Real World Laboratory<http://www.simiosys.com/>

- Technical Artist for mixed reality physical and digital cabinet. Lead programmer and environmental art. Saw project to completion.
- Responsible for programming interaction between physical interactions through infrared camera and messages sent through remote ports on connected PC. Physical user interactions and NPC AI programmed for Unity 3D engine.

Freelance 3D Artist and Software Engineer

5/2008 – Present

Freelance and Consultation<http://www.samneblett.com/>

- Various freelance 3D modeling, graphic, and programming work including:
H&N Consulting (for and on behalf of) - Graphic Design, 3D Modeling | Balloon 27 – Unity mobile game development | Zazzle – T-Shirt and print designs (royalties) | New grounds – Flash game development | Halo CE (Mod community) – 3D Modeling, Level Design | Halo 2 PC (Mod community) – 3D Modeling, Level Design | Halo 3, Halo Reach, Halo 4 (Forge communities) – Level Design (Forge Editor)

References Available Upon Request