

# Samuel Neblett

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- OBJECTIVE:** Accomplished XR veteran, software developer, and 3D modeler seeking to leverage extensive XR and game engine experience to build meaningful experiences, true-to-life simulations, and forward-thinking mechanics.
- EDUCATION:** International Academy of Design & Technology, Bachelor of Fine Arts, Game Production - 3D Modeling and Animation, 2012  
Graduated Magna Cum Laude  
Syracuse University, Master of Science, Entrepreneurship, 2023
- CERTIFICATIONS:** Unity Certified Developer, Unity Technologies, Certificate 201708UCD2546  
3DS Max 2014 Certified Professional, Autodesk, License 348175
- CLEARANCE:** Secret, Active
- SKILL SET:** Proficient in the following platforms and concepts:

<ul style="list-style-type: none"><li>Unity 3D, Unreal Engine 4, Vuforia, Spark AR Studio, SceneKit, iOS, Android, WebGL</li></ul>	<ul style="list-style-type: none"><li>Autodesk 3ds Max, Maya, ZBrush, Mudbox, Blender, SAP Visual Enterprise Author, Pixyz Studio</li></ul>
<ul style="list-style-type: none"><li>Oculus Rift, Oculus / Meta Quest, HTC Vive, HTC Focus, Valve Index, HoloLens, ARKit, ARCore, Leap Motion, Magic Leap</li></ul>	<ul style="list-style-type: none"><li>C#, JavaScript, Unreal Blueprints, Python, Git, SVN, Version Control, GitHub</li></ul>
<ul style="list-style-type: none"><li>Agile, Scrum, Kanban, Software Development Life Cycle, Release management, Game Development and Production</li></ul>	<ul style="list-style-type: none"><li>Adobe Photoshop, Illustrator, GIMP, Premiere, After Effects, 3D Printing, Vicon Motion Capture, Vicon Shogun</li></ul>

## EXPERIENCE:

<b>Senior AR VR Software Developer</b> <i>Boeing, Research &amp; Technology</i>	1/2020 – Present <a href="https://www.boeing.com/">https://www.boeing.com/</a>
<ul style="list-style-type: none"><li>Technical Lead Engineer, lead Software Developer and 3D Modeler for XR and game-engine-based applications, AI solutions</li><li>Huntsville VR and Vicon Motion Capture (MoCap) Lab lead and point of contact</li><li>XR / VR / AR / MR development for Oculus / Meta, Vive, HoloLens 2, iPad / iPhone, and ARKit with Unity and Unreal engines</li><li>Research and development in developing and deploying data-driven, real-time, game engine-based visualizations and simulations</li><li>Primarily working on NASA programs and systems on behalf of Boeing</li></ul>	
<b>CES Innovation Awards Judge</b> <i>Consumer Electronics Show (CES 2020, CES 2022, CES 2023, CES 2024)</i> <i>Consumer Technology Association</i>	9/2019 - 1/2020   10/2021 - 1/2022   9/2022 - 1/2023   9/2023 - 1/2024 <a href="https://www.ces.tech/">https://www.ces.tech/</a>
<ul style="list-style-type: none"><li>CES 2020, CES 2022, CES 2023, and CES 2024 Innovation Awards Judge for the "Virtual &amp; Augmented Reality" and "Gaming" product categories</li></ul>	
<b>Co-chair, Research Committee</b> <i>AR for Enterprise Alliance (AREA)</i>	1/2022 – Present <a href="https://theara.org/">https://theara.org/</a>
<ul style="list-style-type: none"><li>Co-chair of the AREA Research Committee</li><li>Program under Object Management Group (OMG) computing standards consortium (<a href="https://www.omg.org/">https://www.omg.org/</a>)</li><li>Organizes and hosts interdisciplinary committee meetings with stakeholders from several large organizations</li><li>Coordinates research projects and direction of research funding</li></ul>	
<b>AR VR Demo Solutions Senior Specialist</b> <i>SAP America</i>	8/2016 – 1/2020 <a href="https://www.sap.com/">https://www.sap.com/</a>
<ul style="list-style-type: none"><li>Lead Software Developer and 3D Modeler for AR and VR Presales demo software</li><li>Conceptualized and architected end-to-end scenarios showcasing SAP solutions in AR and VR environments</li><li>Organized a global team across multiple continents to develop Unity projects, 3D models, animations, and interfaces for AR/VR</li><li>Primary AR / VR platforms developed for in role: HoloLens, Oculus Quest, iOS ARKit, GearVR, and Google Cardboard iOS/Android</li></ul>	
<b>ITSS Modeler - Software Developer III</b> <i>National Aeronautics and Space Administration (NASA)</i>	2/2014 – 8/2016 <a href="https://www.nasa.gov/centers/kennedy/home/">https://www.nasa.gov/centers/kennedy/home/</a>
<ul style="list-style-type: none"><li>NASA contractor on the ITSS contract under Technik, Inc. at Kennedy Space Center, FL</li><li>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</li><li>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.</li><li>Responsible for modeling various rockets / ICBMs, spacecraft, payloads, mechanical components, facilities, ground structures, and related 3D objects as needed</li><li>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. Extensive experience optimizing engineering CAD models.</li></ul>	

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**Graphic Specialist II**

5/2012 – 2/2014

*Logistic Services International, Inc.*<http://www.lsjax.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 IITSEC 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*

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**Mobile Developer**

4/2012 – Present

*Sam Neblett Mobile*<http://www.samneblett.com/>*Published under developer name "Sam Neblett" and "Samuel Neblett on iTunes*

- 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 1m downloads across all platforms. 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

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**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, pathfinding, and AI programmed for Unity 3D engine.

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**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) | Newgrounds – 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)

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**References Available Upon Request**