



Hello, I'm Zared Redding

Game Developer and UX Engineer

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www.zared.co

Mission

I found my passion in the art of Game Development. Ever since, I continue to strive for creating innovative, memorable, and engaging experiences, no matter the medium. I aspire to collaborate with a team of doers; filled with versatility, diversity, and a passion to bring people content they can truly enjoy.

Experience

Interactive Developer | January 2020 - Present

You Are Here, an Experience Agency

Major Clientele:

AT&T, Coca-Cola, Southern Company, Stanley Black and Decker, Cricket, Porsche, Belgard, Kingspan, Oldcastle.

Main Tasks:

- Develop interactive Virtual Reality experiences as a form of storytelling using both the Unity and Unreal real-time development platforms on the Oculus Suite, SteamVR, and various Mixed Reality HMD's.
- Develop interactive Augmented Reality experiences as a form of storytelling using various technologies such as ARKit, ARCore, Vuforia, and Snapchat Lens Studio.
- Develop interactive 2D and 3D experiences such as Touch Kiosks, Desktop Applications, Mobile Applications, and Games.
- Actively participate in engineering bleeding edge technology such as Projection Mapping, Photogrammetry, Computer Vision, and Robotic Engineering.

Jr. Interactive Developer | December 2018 - December 2019

You Are Here, an Experience Agency

Major Project:

Solo developed a VR Football experience in a portable, and scale-able fashion. This allowed for "re-skinning" of the experience for various clients in a quick and efficient manner. Developed for Oculus Rift & Quest.

Main Tasks:

- Developed all of the user interface and interactions in an interactive Augmented Reality experience for an infrastructure company focusing on telling the story behind their major products in an aesthetic way.
- Lead Developed an Augmented Reality interactive story experience created in Snapchat Lens Studio.
- Developed multiple touch kiosk experiences for an IoT company.
- Assisted in pioneering new Projection Mapping techniques in Unity 3D for use in multiple trade shows for an IoT company.

Software Development Intern | May 2018 - December 2018

You Are Here, an Experience Agency

Major Project:

- Conducted and lead Photogrammetric conversion of Point Cloud Data into High Resolution 3D Renders for the use of 3D Modelers to recreate at a much more performant Level of Detail.

The performant models were then taken into development for Virtual, Augmented, and Mixed Reality training experiences.

Other Projects:

- Designed all of the levels, Animated most of the sprites, and glued the art and development together into a cohesive format for a 16 bit retro styled racing game for an IoT Company.
- Designed and Developed an interactive 360 experience for an IoT company on the Oculus GO
- Designed, Developed, and Captured footage for an interactive 360 experience for Cooper Holdings, the parent company to You Are Here, on the Oculus GO.

Education

B.S. Computer Game Design and Development

Kennesaw State University | August 2015 - December 2019

Concentration: Custom, Interaction Design and Immersive Studies

Skills

Development

Unity 2D & 3D	Unreal Engine 4	Snapchat Lens Studio
C#	C++	Javascript
Python	Shader Networks	Git
GitHub	Bitbucket	Sourcetree

Design

Game Theory	Rapid Prototyping	User Experience
Affinity Mapping	Goal Directed Design	User Research
Blender 3D	Affinity Designer	Aseprite
Photoshop	Illustrator	

Platforms

Experience publishing, and updating new and old projects to the Oculus Store, the Google Play Store, and Apple TestFlight.

VR (Oculus, SteamVR) AR (ARCore, ARKit, Vuforia, Snapchat)
PC and Mac iOS and Android

Involvement

Game Design and Development Club

Kennesaw State University | May 2018 - June 2019

Role: Officer, Director of Public Relations

Accomplishments

2nd Place, KSU CCSE Computing Showcase

Kennesaw State University | Spring 2019

Category: Undergraduate Capstone

Project Title: Roses Are Red

Course: Educational and Serious Game Development