



Hello, I'm Zared Redding

Gameplay and UI Programmer

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Experience

Sr. Interactive Developer | You Are Here, an Experience Agency | April 2021 - Present

Major Clientele:

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

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, 8th Wall, Snapchat, and Spark AR.
- ~ Develop interactive 2D and 3D experiences such as Touch Kiosks, Desktop Applications, Mobile Applications, Games, and Creative Websites.
- ~ Actively participate in utilizing bleeding edge technology such as Projection Mapping, Photogrammetry, and Computer Vision to meet our clients needs and expectations.

Interactive Developer | You Are Here, an Experience Agency | January 2020 - April 2021

Major Projects:

- ~ Solo developed a multi-chapter VR Fire Safety experience for the Oculus Quest using Unity for an energy company.
- ~ Pioneered a Web AR platform suite that could provide a scalable and maintainable interaction system.
- ~ Developed a Web AR experience for a beverage company in partnership with a few teams in the NBA.
- ~ Developed a Web AR game for a beverage company in partnership with a few teams in the NBA.

Jr. Interactive Developer | You Are Here, an Experience Agency | December 2018 - December 2019

Major Projects:

- ~ 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.
- ~ Developed all of the user interface and interactions in an interactive Augmented Reality experience for an infrastructure company.
- ~ Assisted in pioneering new Projection Mapping techniques in Unity 3D for use in multiple trade shows for an IoT company.
- ~ Lead Developed an Augmented Reality interactive story experience created in Snapchat Lens Studio.

Software Development Intern | You Are Here, an Experience Agency | May 2018 - December 2018

Major Projects:

- ~ 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.
- ~ Designed all of the levels, animated 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 multiple interactive 360 experiences for the Oculus GO
- ~ Developed multiple touch kiosk experiences for an IoT company.

Education

B.S. Computer Game Design and Development

Kennesaw State University | August 2015 - December 2019

Concentration: Custom, Interaction Design and Immersive Studies

Involvement

Game Design and Development Club

Kennesaw State University | May 2018 - June 2019

Role: Officer, Director of Public Relations

Accomplishments

Winner, KSU CCSE Computing Showcase

Kennesaw State University | Spring 2019

Category: Undergraduate Capstone

Project Title: Roses Are Red

Course: Educational and Serious Game Development

Skills

Development

Unity	Unreal Engine 4 & 5	PlayCanvas ThreeJS
C#	C++	Javascript
Python	HTML/CSS	Git
Shader/Material Networks		

Design

Game Theory	Rapid Prototyping	Goal Directed Design
Affinity Mapping	Photoshop	Illustrator
Maya	Blender	

Platforms

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

VR (Oculus, SteamVR)	AR (ARCore, ARKit, Vuforia, 8th Wall)
PC and Mac	iOS and Android