

Paul Elliott Resume

Technical entrepreneur building Virtual Realities for 12 years.

paul@vizworkshop.com | www.vizworkshop.com | San Francisco Bay Area

Experience

Software Development Consultant - 3D Engines, Android, Training, Javascript, WebGL

4 years : June 2014 - Present

- Accelerating Virtual and Augmented Reality projects as software consultant.
- Teaching custom 1-5 day Virtual Reality development courses for industry.
- Researching novel 3D interactions using WebGL, Computer Vision and Android.

Technical Sales Manager - *WorldViz Inc.* - Project Management, B2B Sales, Design

4 years : April 2010 - May 2014

- Nurtured business customers to win sales for \$4,000 to \$100,000+ Virtual Reality projects.
- Led solution delivery by building teams with client, vendors, internal coders and artists.
- Preferred manager for international distributors by integrating sales and tech support.

Software Engineer - *WorldViz Inc.* - 3D Graphics, C++, Interaction Design, Python

3.5 years : February 2005 - July 2008

- Developed Virtual and Augmented Reality applications for academia and industry.
- Sold \$400,000 VR entertainment project, then led the design and programming.
- Contributed code and documentation to middleware Virtual Reality graphics engine.

Education

B.S. in Computer Science - *University of California, Santa Barbara* - Java, Linux

September 2002 - April 2006

- Favorite subjects: Human Computer Interaction, Artificial Intelligence.