



Eagle Scout
BSA Troop 90

Travis Hove

VR Tech Art and Production
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Education

Bachelor of Science in Game Design and Production,
Minor in Virtual Reality and Immersive Media
Anticipated Graduation: June 2020

Software & Hardware Skills

Unity Game Engine	Oculus / Steam VR	Simulcam / MR
Unreal Game Engine	SideFX Houdini	Adobe CC Suite
Motion Capture	Photogrammetry	Logic Pro X

Additional Skills and Interests

Cinematography	VFX	Leadership
Audio Production	Volumetric Capture	Documentation
360 Photography	Photography	Education
Motion Graphics	Public Speaking	Mentorship

Project Experience

Cookin' with Cannibals- Project Lead / Developer

- VR Cooking simulator using Unity + VRTK
- Supervised communication between production teams
- Designing alongside development team for gameplay and UX

Jitsik LLC - VR Developer / Mixed Reality Capture

- Redesign and filming of VR/MR solutions for Drivers Ed.
- Assembled DIY Green Screen Studio to film Mixed Reality Footage
- Completed modular setup for use in any vehicle

Project VROOM: VR Motion Platform - Project Lead

- Led team of 20 to build original motion platform and VR content
- Assisted new undergraduate teams in content creation and management
- Debuted, and presented at SIGGRAPH 2019 in Los Angeles

USS Dove 360 - 360 Cinematographer

- Filmed 360 Video of a historic recreation of a voyaging ship
- Created 180 Dome and 360 Headset videos telling its story

Mütter Museum College of Physicians - Large Scale Motion Graphics

- Designed informative attract loops based on museum programs
- Presented on a 50 ft. projection wall for donor gala

Drexel University Immersive Research Lab - Engineer/Coordinator

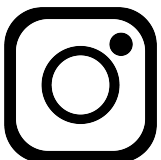
- Constructed an open XR lab for students at Drexel University
- Developed XR experiences including Star Wars X-Wing simulation
- Debuted lab and experiences at VR Block Party covered by CBS News



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