

# Charlie Van Norman

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## SUMMARY

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10 years' experience at startups designing, building, and shipping products.  
Producer, Technical Product Manager, Business developer, Software Developer.  
Deep vision for XR applications in the enterprise space.

[ Unity, C#/.net, Python, Django, React, SQL,  
VR, AR, Vive, Oculus, Daydream, LeapMotion, iOS, Android,  
CI/CD, Azure, AWS, TensorFlow, Keras, PyTorch ]

## PROFESSIONAL EXPERIENCE

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| <b>InContext Solutions</b><br>Software Engineer<br>Feb 2019 - present | Contributing features and bug fixes to a 3D virtual shopping experience. Managing the value stream map for research projects.  |
| <b>Radian XR Consulting</b><br>Principal<br>Aug 2017 - Feb 2019       | <i>Perceptiv Labs</i> : Gamified user onboarding features for Placernote SDK for 300+ platform developers to utilize<br><br><i>Extended Reality Labs</i> : As interim CTO, led development of flagship VR enterprise training product and helped raise \$1.5M<br><br><i>Humon AI Company</i> : Led the redesign of a VR controlled industrial robot interface, contributing to \$5M acquisition offer<br><br><i>TagIt Inc</i> : Developed a 3D management application prototype to track items in real time in a chip manufacturing facility<br><br><i>3Scan Inc</i> : Built a VR brain exploration game for Exploratorium brain science exhibit for Oculus / Xbox |
| <b>Super Math World</b><br>Founder<br>June 2013 - Aug 2017            | Produced two immersive 3D math sandbox games for K-8.<br><br>- Designed and programmed game and map editor<br>- Built and maintained full web stack on AWS<br>- Led user growth reaching ~100,000 users (~25,000 paid)<br>- Managed 7 employees, interns and contractors   |
| <b>Synapse School</b><br>Technical Director<br>Jan 2013 - May 2015    | Designed and taught game programming and 3D design curriculum for grades K-8   |

## SELECTED PERSONAL PROJECTS

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<b>Admirals of Adaris VR</b> Programmer, designer	A Starcraft-like real time strategy game where you control ships by grabbing and placing them in 3D space.
<b>Space Frog VR</b> Programmer, designer	A VR Active Game to explore the limits of room scale. Punch rockets from your fists and dodge aliens to save the Prince.
<b>Polymer Playground</b> March 2018	Designed programmatic animations for molecular machine concepts at the Foresight Atomic Precision conference
<b>Magic Hands VR</b> Nov 2017 - Dec 2017	Built a VR game with portal travel and omnidirectional flight locomotion with Leap Motion to detect spell casting gestures

## EDUCATION

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<b>Deep Learning Camp</b> San Francisco, CA	Oct 2018 - Dec 2018 Theory, math and Image segmentation (U-Net, Caps-net)
<b>Urban Land Institute</b> San Francisco, CA	Aug - Sep 2010 Real Estate Development Certificate
<b>Cal Poly Polytechnic</b> Pomona, CA	Sep 2001 - May 2007 B.S. International Business + ME and CS coursework

## AWARDS

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<b>BR4IN.io Hackathon</b> Honolulu, HI, 2018	Second prize winner - built Breath Force, a VR + EEG app to detect calm brain states and give magic power
<b>VR Wellness Summit</b> SF, CA, 2018	Most Innovative Idea - Whisper Castle, an asynchronous multiplayer audio message exchange platform in VR
<b>Shark Tank Pitch</b> SF, CA, 2014	First prize winner - pitched Mathbreakers to an audience of ~200 and a panel of 7 angel investors
<b>IndieGoGo Game Jam</b> SF, CA, 2013	First prize winner - built Ring Flight, a flying game controlled by leaning, using a Kinect to detect body position
<b>Maker Faire</b> San Mateo, CA, 2011	Editor's Choice Award & Kid's Choice Award - for Code Hero, a javascript learning video game