

VERGIL V. CASTELO

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SKILL SUMMARY

- Programming
- Interactive Design
- 3D Design and CAD
- UI / UX Design
- AR / VR / MR / XR
- 2D / 3D Animation
- App Development
- Computer Graphics
- Game Development
- Interactive Advertising
- 3D Visualization
- Computer Animation
- iOS / Android Development
- WebGL

EDUCATION

BACHELOR OF ARTS IN ART, GRAPHIC DESIGN

2001

California State Polytechnic University, Pomona

EXPERIENCE

3DEXCITE / Dassault Systèmes

3D INTERACTIVE DEVELOPER / PROGRAMMER

2016 - 2019

Los Angeles Ca.

Oversaw and lead development on a variety of cutting-edge, state of the art 3D experiences in AR/VR/XR.

- **Recent work:** Immersive 360° Interactive 3D-visualization for the Oculus GO
- **Tools:** Unity 3D, Maya, Unity Analytics Services, C#, GIT, Microsoft Visual Studio, Oculus Platform and Adobe Media Encoder
- **Client:** The Steel Manufacturing and Development Institute (SMDI)

- Purpose: Sales, marketing, and Informational piece showcased at the North American International Auto Show (NAIAS).

Programmed complex customizable production level 3D content for both real-time and/or baked experiences while maintaining product correctness and visual quality.

- Recent work: 3D Virtual Reality Luxury Helicopter Configurator
- Tools: HTC Vive, Valve Steam Platform, Unreal Engine, Unreal Blueprints, Maya 3D Models, Maya 3D Animations, GIT
- Client: Internal Sales Team
- Purpose: Experience served as the exclamation point for a multi-million-dollar PLM bid to land a major worldwide helicopter manufacturer with offices Texas.

Keep current and up-to-date regarding industry trends. Constantly learning and knowledgeable with regards to the latest software packages, updates, APIs, program features and plug-ins on the latest hardware.

- Recent work: Ran stress tests for the HTC Vive and Oculus Rift using 3D models and shaders
- Tools: Unity3D and C#, Unreal Engine and Blueprints, GIT, Microsoft Excel, Maya 3D models and shaders, Delta Gen 3D models and shaders
- Purpose: Optimize and determine the appropriate and approximate 3D model size and shader count for detailed hardware specifications, while maintaining visual quality and acceptable frame rates.

3DEXCITE / Dassault Systèmes

3D INTERACTIVE DEVELOPER / PROGRAMMER

2014 – 2016

Pasadena, Ca.

Lead programmer on a multitude of cutting-edge, state of the art, cross platform web and mobile applications.

- Work: Adient Recaro iPad Seat Configurator
- Tools: X-Code, Unity3D, iOS, Adobe CS, and GIT
- Client: Adient Recaro

- Purpose: Sales tool and lead generation for team members, to assist in the actual configuration and material assignment of their product by clients.

Developed “build-your-own” applications, with intuitive responsive, user interfaces that integrated and scaled to match existing enterprise sites and/or point of sale systems.

- Work: New Balance NB1Customize 574
- Tools: AJAX, JQuery, JSON, XML, HTML5
- Client: New Balance
- Purpose: New Balance customizable point of sale web application.

Researched, evaluated, and tested cutting edge AR/VR/MR software APIs and 3D visualization hardware.

- Work: Acura MDX Hololens 3D Accessories Demo
- Tools: Microsoft Visual Studio, Unity3D, Microsoft HoloToolkit (Holokit)
- Client: Honda / Acura Internal
- Purpose: Visualize Acura MDX accessories spatially in real-time on location on the actual physical vehicle itself.

RTT USA, Inc.

INTERACTIVE DESIGNER / PROGRAMMER

2008 – 2014

Pasadena, Ca.

Lead programmer on a multitude of cutting-edge, state of the art, cross platform Adobe FLEX applications.

Designed and developed web-based and standalone Flash and Flex applications.

Researched, evaluated, and tested the new technologies.

UCLA: Center for Digital Humanities

MEDIA SPECIALIST (PROGRAMMER/ANALYST III)

2005 - 2008

Westwood

AET: Academy of Entertainment Technology

MULTIMEDIA INSTRUCTIONAL SPECIALIST

2002 - 2005

Santa Monica College

REFERENCES

UPON REQUEST.