
Frank Stapleton

Video Game Developer

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SKILLS

3D Production

- 3ds Max (modeling, rigging, animation, UV mapping)
- ZBrush (organic modeling, retopology, uv mapping)
- Substance Painter (texture painting, texture baking, PBR workflow)
- Rendering Software (Mental Ray, V Ray, Marmoset Toolbag)

Unity Interactive Development

- Level Design (scene development, light baking, navmesh baking, performance optimization)
- AI Coding (state machines, decision trees, navigation, flocking behaviour)
- Player Controls (character movement, mecanim, physics based vehicles, vr movement)
- Multiplayer Networking (Photon, UNet, AWS hosting)
- Virtual Reality (HTC Vive, Oculus Rift, Google Cardboard, OpenVR)
- Mobile Game Development (Android, IOS, Windows Phone, 2D/3D)
- Shader Development (Shader forge, Amplify Shader Editor,)
- Server Backend (asset bundles, MySQL databases, XML, PHP, SteamWorks)

Video Production

- Sony Vegas (video/audio editing, video encoding)
- Adobe After Effects (CGI compositing, chroma key/rotoscoping, tonemapping, EXR linear workflow)
- Camera Tracking (PF Track, Boujou)

Other Skills

- PhotoShop
- GIT (agile/scrum, AWS hosting)
- WordPress

Projects

GibbyVR Demo - *Gibby Media Group .inc*

Nov 2017 - present (SteamVR)

Demo created for Gibby Media to showcase how VR can help clients sell their products.

- Physics-based speedboats with VR controls.
- Implemented physics-based dynamic water system.
- Implemented dynamic weather system.
- Interactable VR ArchViz walkthrough.

Living Dead Girlfriends VR - *MobileEyez*

Oct 2017 (CardBoard)

Spooky/cartoonish Cardboard VR game I made for a friend. Players move around a cemetery as they fight waves of zombies and collect falling hearts.

- State machine controlled zombie AI.
- Toggle to non-VR mode for users without headsets.

Dealey Plaza Paintball - *Jason Baird*

June 2017 - Sep 2017 (SteamVR)

I was commissioned to create a VR online multiplayer paintball game in the setting of the 1963 JFK assassination where you can explore conspiracy theories.

- Walking/flying VR player location.
- Photon multiplayer networking with voice chat and player avatars.

Education Interactive - *3DVR Tech Solutions*

May 2016 - Oct 2016 (PC, SteamVR, Cardboard)

Education Interactive was a project I headed that enabled teachers to create lessons and quizzes in an interactive VR format.

- Updateable catalog system for new lessons to be added and downloaded as Unity asset bundles.
- Web portal for teachers to create lesson lectures and quizzes and to check students test scores stored on MySQL database.
- Developed a number of templates for creating new lessons to add to the system.

Virtual Realty - *ProsperVR*

Jan 2016 - March 2016 (SteamVR, Cardboard)

Virtual Realty is a updateable virtual showcase of properties for sale in the Los Angeles and san francisco areas.

- Made updateable through backend XML file and Unity asset bundles.
- 360 stereo streaming VR video.
- Developed web portal for realtors to add properties

Mueller Building VR Demo - *Viral Marketing*

Oct 2015 - Dec 2015 (SteamVR, Oculus Rift)

Virtual Reality interactive product demonstration for Mueller metal buildings.

- Players create and visualize custom metal buildings
- GUI controlled building mesh generation (add doors windows etc.)
- Users can change building colors and environment season

Mobile Development - *Freelance/Personal*

Apr 2013 - Aug 2015 (Android)

I made various commissioned as well as self published Android games

- Heavy Metal Derby demolition derby game
- City Stoplight Simulator traffic controlling game
- Dozens of clones