Remington Orange

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EDUCATION

The Pennsylvania State University, Erie, PA
Bachelor of Arts in Digital Media, Arts, and Technology — Graduation: *May 2026*
GPA: **3.93** | Dean's List: *Fall 2022 – Spring 2024*

Schreyer Honors College — *Fall 2024 – Present*

Redbank Valley High School, New Bethlehem, PA
August 2018 – June 2022

EXPERIENCE

[Virtual and Augmented Reality Lab](#) ([VAR Lab)](#) – Erie, PA
Immersive Administrator | *Nov 2022 – Present*

- Led teams developing immersive applications for Erie history and local businesses using React Native, 360° video, and 3D modeling.

- Managed project planning, execution, and delivery for an immersive training app integrating 3D models and video-based instruction.

- Created brand assets, logos, graphics, and clothing designs to strengthen lab identity.

- Scanned 40+ objects and people using LiDAR (iPad Pro 2021) and structured-light scanners (Artec Eva, Artec Spider).

- Fabricated a custom 3D scanning turntable supporting 250 lbs for improved efficiency.

- Built a custom arcade machine housing open-source and retro games to enhance lab engagement.

[Snap-Tite Quality Assurance Application](#) – ([VAR Lab)](#) | – Erie, PA
Project Lead | *Fall 2024 - Spring 2025*

- Led development of an immersive 360° training application for Snap-Tite Hose, integrating 3D models, instructional videos, and interactive UI elements to simulate factory operations.

- Managed cross-disciplinary collaboration between designers, programmers, and media specialists to deliver a functional prototype used for internal training and demonstrations.

[Borough of Wesleyville](#) – Erie, PA
Graphic Designer | *Jan 2023 – Present*

- Designed a new flag and custom website icons for borough branding.

- Created advertisements for the Wesleyville Fire Department and local initiatives.

- Assisted in recording studio setup for public announcements.

Athena Erie – Erie, PA
Photographer | *Oct 2023 – 2025*

- Sole photographer for the annual Women's Leadership Award ceremony.

- Selected based on faculty recommendation for professional quality and reliability.

ACADEMIC PROJECTS

Echoes of HistERIE **– VAR Lab** | *Spring 2024*
Project Manager

- Directed a 5-person team developing an immersive app exploring Erie's history using React Native and 3D media.

- Managed production within two semesters and ensured delivery under budget.

Game Development Project **– GAME 250** | *Fall 2023*
Project Manager

- Created a 5-level Unreal Engine game with advanced light interaction.

- Modeled and textured all assets using Blender and Substance Painter.

- Awarded *Best in Class* for technical execution and design.

3D Animation Project **– DIGIT 409: Advanced Digital Creations** | *Fall 2023*
Project Lead

- Directed a 3-minute Blender and After Effects animation showcasing modeling and texturing skills.

- Won *Best in Show* at the 2024 Spring Yahn Art Show (Digital Art category).

Image to Model Design **– DIGIT 400 |** *Spring 2025*

- Created and animated 3D models in Blender, textured with Adobe Substance Painter, each based on engravings by Italian artist Filippo Morghen from *Artvee.com*.

- Reinterpreted Morghen's 18th-century lunar voyage illustrations into interactive 3D scenes using Three.js, highlighting the blend of historical art and modern digital media.

Landing Place – Mental Health App (VAR Lab) | *Fall 2023*
 Asset Designer

- Created app icons, splash screen, and main logo; assisted with QA and creative critique.

Simpsons Season Analysis – DIGIT 210 | *Fall 2023*
Team Member

- Built a GitHub Pages website analyzing four seasons of *The Simpsons* using HTML, CSS, XML, and text analysis software.

Dennis the Menace Comic Encoding – DIGIT 110 | *Spring 2023*
 Team Lead

- Encoded and analyzed a *Dennis the Menace* comic issue using XML and XSLT; published on GitHub Pages.

MISCELLANEOUS PROJECTS

Retro TV Project – VAR Lab | *Spring 2024*

- Designed and fabricated a CRT-based Raspberry Pi media display looping 20 custom TV-style intros promoting VAR Lab branding.

VARCade – VAR Lab | *Spring 2024*

- Built and wired a custom arcade cabinet supporting Xbox 360, Nintendo Wii, and Raspberry Pi 4 consoles.

- Designed custom laser-engraved panels and marquees.

AR Sandbox – VAR Lab | *Fall 2023*

- Developed an interactive AR sandbox using a Kinect V1 and Panasonic projector to visualize topography dynamically.

3D Scanning Initiative – VAR Lab | *Fall 2023*

- Oversaw full 3D scanning pipeline for 40+ items and figures for lab archival and Sketchfab publication.

Turntable Fabrication – VAR Lab | *Spring 2023*

- Designed and built a heavy-duty motorized turntable for structured-light scanning.

TECHNICAL SKILLS

- **3D & Game Development:** Blender, Unreal Engine 5, Substance Painter

- **Design & Media:** Illustrator, After Effects, Premiere Pro

- **Web & Code:** HTML, CSS, GitHub

- **Other Tools:** Microsoft Teams, Word, React Native, Artec Studio
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