

# Remington Orange

(814) 227 - 8549 | [rorange@psu.edu](mailto:rorange@psu.edu) | [linkedin.com/in/remington-orange](https://www.linkedin.com/in/remington-orange)

*\*This Resume Version Offers Clickable Links For More Information\**

## Education

The Pennsylvania State University, Erie, PA

Bachelor of Arts in Digital Media, Arts and Technology

Graduation: May 2026 | GPA: 3.93

Honors: Dean's List (Fall 2022 - Spring 2024)

Penn State Schreyers Honor College

Graduation: May 2026 | Schreyers GPA: 3.93

(Fall 2024)

Redbank Valley High School, New Bethlehem, PA

August 2018 - June 2022

## Experience

[Virtual and Augmented Reality Lab](#) (VAR Lab) — [Immersive Administrator](#)

November 2022 - Present

- Managed a team developing an immersive app to explore Erie history using React Native, focusing on Penn State Behrend and family history.
- Built a custom arcade machine running retro games to boost visitor and staff morale.
- Utilized Lidar cameras and structured light scanners (Artec Eva, Artec Spider) to scan over 40 items and persons.
- Fabricated a custom turntable for structured light scanning, improving ease of use.
- Created an augmented reality sandbox ("Magic Sand") for educational visitor interaction.
- Designed logos, graphics, and clothing for the lab's brand.

[Borough of Wesleyville](#), Erie, PA — [Graphic Designer](#)

January 2023 - Present

- Designed an alternate flag and website icons for the borough.
- Created advertisements for the Wesleyville Fire Department and local contributions.

[Athena Erie, Erie, PA](#) — [Photographer](#)

October 2023

- Appointed as the sole photographer for the annual Women's Leadership Award ceremony, based on a professor's recommendation.

## Academic Projects

## **GAME 480 - Game Development Project – [Art and Modeling](#)**

Fall 2024

- Created a comedic first person stealth game called “Project Corpo” in a three person team
- As the primary contributor to the game’s visual design, I was responsible for creating 149 custom assets, including 117 3D models, 17 pieces of 2D art, and 15 animations. These assets were made using a variety of tools: Blender for modeling, Substance Painter for texturing, and Unreal Engine 5 for integration.
- Completed various functionalities for game mechanics such as player movement, interactions, and level design.

## **GAME 160 - Video Game Cultures – [Project Lead](#)**

Fall 2024

- Developed a short virtual reality game in roughly a week.
- Utilized Blender, Substance Painter and Unreal Engine 5 to create all assets and all functionality for the game.

## **DIGIT 409 - Advanced Digital Creations – [Project Lead](#)**

Fall 2023

- Developed a 3-minute video using Blender and Adobe After Effects, showcasing animation, modeling, and texturing skills.
- Won Best in Show in the 2024 Spring Yahn Art Show for Digital Art.

## **GAME 250 - Technical Game Development – [Project Manager](#)**

Fall 2023

- Created a 5-level game in Unreal Engine featuring complex light interaction, winning the Best in Class Award.
- Modeled and textured all assets in Blender and Adobe Substance Painter.

## **DIGIT 210 - Large Scale Text Analysis – Simpsons Season Analysis, [Team Member](#)**

Fall 2023

- Developed a website using GitHub Pages to display and analyze data from four seasons of *The Simpsons* TV show, utilizing episode transcripts.
- Utilized HTML, CSS, and XML, along with other software for large-scale text analysis.

## **DIGIT 110 - Text Encoding – Dennis The Menace Comic Book Encoding, [Team Lead](#)**

Spring 2023

- Led a project to analyze and encode an issue of *Dennis the Menace* comic book series, using text encoding techniques (name of the process to be filled in).
- Developed the project website using GitHub Pages, employing HTML, CSS, XML, and XSLT.

# *Technical Skills*

### **3D Modeling & Animation:**

– Blender, Unreal Engine 5, Substance Painter

### **Graphic Design & Video Editing:**

– Adobe Illustrator, Premiere Pro, After Effects

### **Version Control & Collaboration:**

– GitHub, Microsoft Teams, Google Suite

**3D Scanning and Model Post-Processing:**  
- Reality Capture, FARO Scene, Artec Studio