REMINGTON ORANGE

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EDUCATION

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

Schreyer Honors College — Fall 2024 – Present

Redbank Valley High School
August 2018 – June 2022

WORK EXPERIENCE

Virtual and Augmented Reality Lab (VAR Lab)

Immersive Administrator | Nov 2022 – Present

- Lead interdisciplinary teams developing immersive applications for education, history, and industry using Unreal Engine, React Native, 360° video, and 3D modeling
- Manage full project lifecycles including planning, prototyping, stakeholder review, and delivery
- Develop immersive training experiences integrating 3D models, instructional video, and interactive UI
- Produce branding assets including logos, graphics, apparel, and promotional media
- Perform 40+ LiDAR and structured-light scans using iPad Pro, Artec Eva, and Artec Spider
- Design and fabricate custom hardware, including a 250-lb-capacity motorized turntable for scanning workflows
- Build and maintain interactive installations to showcase lab research and outreach
- Led public-facing outreach and educational demonstrations at community events, including a Girl Scouts immersive technology workshop and the YEP Erie showcase, introducing XR, VR, and interactive media concepts to students, educators, and local professionals through hands-on experiences

Selected VAR Lab Projects

- Accessible Arm Cast Project: Designed and prototyped a functional 3D-printed assistive device
- Projection Mapping Installations: Designed multi-surface projection experiences for events and exhibits
- Room Scan & Pre-Visualization Models: Generated spatial layouts for studio planning using FARO Focus LiDAR data
- VARCade: Designed, wired, and fabricated a multi-console arcade cabinet (Xbox 360, Wii, Raspberry Pi)
- Retro TV Project: Built a CRT-based Raspberry Pi media display looping custom branding content
- AR Sandbox: Developed a Kinect-based real-time topography visualization system
- 3D Scanning Initiative: Oversaw full capture-to-publication pipeline for public 3D archival on Sketchfab

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Snap-Tite Quality Assurance Application **(VAR Lab)**

Project Lead | Fall 2024 – Spring 2025

- Led development of an immersive 360° factory training application
- Integrated 3D models, instructional video, and interactive UI to simulate QA workflows
- Coordinated designers, developers, and media specialists to deliver a functional internal prototype

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Borough of Wesleyville

Graphic Designer | Jan 2023 – 2024

- Designed a new municipal flag, branding assets, and custom website icons
- Produced advertisements for fire department and community initiatives
- Assisted with recording studio setup for borough announcements

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Athena Erie

Photographer | Oct 2023 – 2025

- Sole photographer for the Annual Women's Leadership Award Ceremony
- Selected by faculty for consistent reliability and professional-quality work

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ACADEMIC PROJECTS

Game Development Projects — *Unreal Engine*

Watcher's Trials (GAME 160 Honors)

- Designed and developed a room-scale VR experience featuring puzzle-based trials, environmental storytelling, and multiple endings
- Implemented custom interaction systems and assets entirely in Unreal Engine

Lamplight (GAME 250)

- Developed a five-level Unreal Engine game with advanced lighting-driven mechanics
- Modeled, textured, and optimized all assets using Blender and Substance Painter
- Awarded Best in Class for technical execution and design

Project Corpo (GAME 480)

- Co-developed a comedic first-person stealth game in a three-person team
- Served as primary visual designer, creating 149 custom assets including 117 3D models, 17 pieces of 2D art, and 15 animations
- Built assets in Blender and Substance Painter and integrated them into Unreal Engine 5
- Contributed to level design, player interaction systems, and environmental storytelling

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Digital Film & Animation Projects

Low Power (DIGIT 220)

- Created a CGI short film combining live-action footage with Blender-generated digital elements

Routine Rust (DIGIT 409)

- Directed a three-minute animated film using Blender and After Effects
- Winner, Best in Show — Digital Art, 2024 Spring Yahn Art Show

Image to 3D (DIGIT 400 Honors)

- Translated 2D reference imagery into a fully realized 3D pumpkin model
- Focused on form reconstruction, topology cleanup, texturing, and presentation
- Explored the transformation of flat visual data into volumetric digital objects

Digital Humanities & Web Projects

Simpsons Season Analysis (DIGIT 210)

- Built a GitHub Pages site using HTML, CSS, XML, and text-analysis tools

Dennis the Menace Comic Encoding (DIGIT 110)

- Team lead for an XML/XSLT comic encoding and analysis project

Sustain 3D (Schreyer Honors Project)

- Developed and maintained a public academic project website

Echoes of HistERIE

- Project Manager for a five-person team developing an immersive history app using React Native and 3D media
- Delivered the project within two semesters and under budget

TECHNICAL SKILLS

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

Design & Media
Illustrator, After Effects, Premiere Pro

Web & Code
HTML, CSS, GitHub, React Native, Three.js

Scanning & Hardware
Artec Studio, LiDAR, Structured-Light Scanning, Raspberry Pi, Kinect

Collaboration & Productivity
Microsoft Teams, Word