

Resume of Chris Hodge

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Unity 3D Developer, Software Developer

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<https://www.linkedin.com/in/christopherhodge/>

Balanced skill set in Development, Design, 3D Modelling, Photogrammetry, Drone Scanning, Music & Audio Production.

- 15+ Years development experience in web development.
- 7+ Years experience with Shaders (GLSL / HLSL / WebGL)
- 5+ Years experience with Unity
- Goal oriented, driven to succeed, and a self starting approach to problem solving.
- Used to fast paced environments, and keeping in line with client expectations
- Team player with management experience
- Well versed in SOW processes, and able to convert into a project plan
- Flexible, able to learn, and adapt to any technical requirements

Work Experience



Director, Unity Developer

Kearns Technology Inc | Ekits.io (sub brand)
2016 - 2020

Began working officially with KTI in 2016, after working with them on a contract basis prior to signing on. The job requirement was to develop a training simulator for a client of theirs. I was involved from the very early stages of development and moved up to the director position to manage the development and art team on a daily basis.

Product videos (Development Reels)

<https://www.youtube.com/watch?v=-wqy28kZFiQ> | <https://www.youtube.com/watch?v=IAIIsT1Cd-w>

Product videos (Near project completion) | More @ [Ekits.io](https://www.ekits.io)

<https://vimeo.com/449047448> | <https://vimeo.com/423280208>
<https://vimeo.com/423298421> | <https://vimeo.com/423277111>



Chief Technical Officer, Web Developer

Discotoast Inc.
2009 - 2016

Discotoast is a web startup company operated by Chris Hodge, Brian Dunseith, and Jory Bice. Our focus was on Websites (wordpress) and custom Video CMS applications, Our primary client was TD Bank at this time via contacts through my work at streamlogics. With TD - I developed a custom CMS framework that was used on the TD Wealth Weekly Webcast Portal. My responsibilities were to manage our infrastructure and develop web technologies to support our clientele. I would eventually leave this company to pursue more challenging goals.

Lead Event Developer

Streamlogics (Thomson Reuters / Nasdaq)
2003 - 2009



Worked at Streamlogics (which is now Thomson Reuters / Nasdaq OMX) for 6 years, starting out as a Jr. temp. I quickly proved my abilities and skill sets, and worked my way up to a Sr. Development role, working in a small development team on a platform to produce webcasts and other web media for fortune 500 companies worldwide.

Personal Work Experience



Owner

Studionexus.ca
2012 - Current

StudioNexus.ca is my online portfolio, and the space in which I test my WebGL / web audio applications, and pursue my interests in photogrammetry / demoscene / music. Most of these applications started with Three.js, but as I moved into Unity more - I started focusing on it to export WebGL examples / sites.

Mobile support is limited atm (please view on desktop) but in time, I'm confident mobiles will catch up to the WebGL 2.0 spec opening up a wide market rich in content.

Links of interest	* Some of these links require desktop browsing.
Current Website *	http://studionexus.ca/
WIP Website *	http://studionexus.ca/v6/
Sketchfab (Photogrammetry)	https://sketchfab.com/cynex/models
VJ Toolkit (visual fx toolkit for unity)	https://www.youtube.com/watch?v=01W9SP-Hegw&list=PLdY8fx7wDYGe-TODjglTt1CJ_5Mc_rQZ&index=4
Virtual Venues (WIP)	https://www.twitch.tv/videos/842202890
Launchpaddr (WIP)	https://www.youtube.com/watch?v=4UnSrcCkn2A
Launchpaddr (WebMidi) **	http://launchpaddr.com
Realtime render of photoscans	https://www.youtube.com/watch?v=JwDpAQRynyQ
MaterialFX Shader (Ubershader)	https://www.youtube.com/watch?v=WTOxjY6dSCg
Garden (uses MaterialFX)	https://www.youtube.com/watch?v=Ysg4rWHoXuY
8K 360° Rendering in Unity	https://www.youtube.com/watch?v=pOnlbeFAPKE

** Requires Novation Launchpad hardware to operate using WebMidi API's

Software / Hardware Preferences



PC : Windows Based Architecture

Development : Unity, C#, .Net, HTML5, Three.js

Design : Photoshop

Photogrammetry : Lightroom, Reality Capture, Modo, Substance Painter & Designer

Audio : FLStudio, FMOD, reFX, Native Instruments

Drone : Mavic Air 2 / Mavic Mini

3D Printing : Prusa I3 MK3 (using Prusa Slicer)

VR : Oculus Rift CV1

AR : Samsung S20 +

I own / maintain licenses to each of these software packages mentioned.

Ideal Job Specifications



My Ideal job would be one where 3D technologies are at the forefront of your service offerings. I have end-to-end project experience in developing training software, and have dabbled in AR / VR and would like to explore either of those options further. The job should be challenging, and full of creative opportunities to grow. I have a fair deal of shader knowledge, so something where visual effects are needed is an added bonus. I would also find that photogrammetry could be an asset to product showcases, where real world objects are digitized into the application for users to inspect.

Recommendations



Joey Caturay

Executive Officer at Kearns Technology Inc.

I am fortunate to work with Chris on our most demanding projects. His technical acumen is vast, and he is an inspiring technical leader. This is a very rare and effective combination in our field.



Tyler "Von Pixel" Muehlen

Creative Director / Senior 3D Art Lead at - kit - Kearns Immersive Technology

Chris is a very gifted developer who really helped elevate our project to a higher level. He is great to work with and has a really amazing way of problem solving creatively from in and outside the box. His knowledge pool is deep and always chompin at the bit to dive into solutions and figure out the best way forward. As a project Director he really pulled things together and worked well with the client and management to keep things on track. The 5 years we worked together were great. Always willing to share knowledge and learn and listen and collaborate.



David Boon

Unity 3d Developer

Chris was a fantastic leader and was able to keep our project on track and on time regardless of whatever challenges the client threw at us. He's also an incredible developer and his ability to imagine and create Unity components or shader code to overcome any obstacles was impressive. I learned a lot from his work ethic and coding abilities.

Demos & References available upon request