

# Nic van Dessel

Unit 1102, University Park Towers  
2225 Buchtel Boulevard  
Denver, CO 80210  
Email: n.vandessel@live.com  
Cell: 720-633-2263

## Work Experience

### 2016 | Virtual Reality Specialist – The Cable Center (TCC)

- The Cable Center is using virtual reality (VR) to bring cable technology archives to the world via online exhibits and as part of the developmental work for TCC virtual reality program, I'm responsible for:
  - Creating a virtual version of The Cable Center, using Unity 5, developing specifically for VR headsets (Vive and Oculus Rift). I've simulated an artificial external environment for the building, adding functionality to the environment such as dynamic lighting, weather and VR support. Using SketchUp, I hand-modelled the entire building, to exact scale using technical drawings and images of the building as reference.
  - Using the Artec Space Spider, I am in the process of scanning cable technology artifacts and archives into VR to place into the Unity environment, to digitize TCC museum and enable it to be accessible universally.

### 2015 | Digital Intern – The Cable Center (TCC)

- Internship: 40 hours per week, June – December
- Description of web development duties:
  - created a Virtual Tour of The Cable Center (TCC) using photospheres and a holiday card that is accessible across most devices, including the Oculus Rift, utilizing the Unity engine
  - provided technical support for website functionality in terms of continual refinement of the Virtual Tour and the holiday card to function cleanly on TCC website, and completion of a 3D model of the Great Hall.
- Description of AV technician duties:
  - provide support in set-up and operation of audio video equipment, video monitors, lighting and sound-mixing equipment, microphones, speakers, projectors, digital mixer, and 36-screen display matrix, and
  - basic AV production and post-production, requiring know-how in various media software on a PC or Mac to display PPT slides, websites, video, and audio.

### 2014 | Intern – The Cable Center

- Summer internship: 40 hours per week, June – August, 2014
- Description of internship duties:
  - Assisted in updating and organizing resources in the Barco Library including digitization of photo collections and updating library collections into a digital asset management system.
  - Creation of systems and graphics to promote event spaces on the Center's website such as the development of photospheres and integration with google maps/street view.
  - Other duties encompassed ancillary AV support as needed, such as video and digital media production, post-production editing, audio production, editing and manipulation, and other digital media tasks.

### 2008 -2011 | Crew Member (Gold level status) Hungry Jack's

- Casual: 10 – 20 hours per week, at locations in Goodna and Booval, Ipswich, Australia

# Nic van Dessel

## Education

### 2012 - 2015 | Bachelor of Fine Arts – University of Denver

- Major in Emergent Digital Practices – Faculty of Arts (completed: June 2015)
  - Writing: Academic writing, Writing and research, Literary enquiry, Intensive writing
  - Languages: German
  - Sciences: Biology, Geography
  - Business: Gateway to Business, Introduction to Real Estate, Economics, Calculus, Statistics
  - Art: 2D and 3D Approaches, Art History, Photography, Drawing
  - Digital Practices: Cultures, Coding, Systems, Time, 3D Animation, 3D Modeling, 3D Spaces, Programming for Play, Rapid Game Design & Prototyping, Game Programming, Interactive Art, Making Networked Art, Visual Programming, Sonic Arts (audio technology)

### 2015 | Professional Development

- Continued professional development following completion of my degree (June 2015):
  - C# Developers: Double Your Coding Speed with Visual Studio - Udemy (completed October, 2015)
  - C# Developers: Learn the Art of Writing Clean Code - Udemy (in progress)
  - C# Intermediate: Classes, Interfaces and OOP - Udemy (in progress)
  - The Ultimate Graphic Design Course - e-Careers (in progress)

## Skills

### IT and Computer Skills

- I am highly computer literate and proficient in the following programs:
  - Game design and development software: Unity
  - CAD software: Sketch Up, Autodesk Maya
  - Adobe Suite (including Illustrator, Photoshop, Audition, Premier and After Effects)
  - Microsoft Office/Mac Office - Word, Powerpoint, Excel
  - Visual programming, music, sound, video editing and interactive media software: Max/MSP, Audacity, TileMill, Final Cut Pro

### AV Technical Skills

- Sound competencies and familiarity in the following AV-related tasks:
  - use of Soundcraft Si1+ mixing board, Soundweb and Crestron hardware, SignageLive software to control a 36-screen display matrix,
  - Video and digital media production, post-production editing, audio production, editing and manipulation, online digital media production and editing, and other digital media tasks,
  - video-editing, basic audio and video post-production work, adding audio tracks including music.

### Communication skills

- Outstanding customer service, communication, and interpersonal skills with demonstrated experience in communicating with a range of people including customers, suppliers, managers and coworkers.
- Experience and ease providing customer support (both verbal and written) including describing, suggesting and demonstrating products/services, with a commitment to exceed customer's expectations.