

Team Technology Training Plan: Gold Team // MNPUL8R

Keana “Trash Cat” Mowery - Lead Concept Artist & 3D Modeler // 3D Animator, UX/UI Designer & Programmer.

Keana will complete training and tutorials in the following programs:

- Maya (7 hours)
- Blender (10 hours)
- Unreal Engine (8 hours)
- Mudbox (2 hours - already familiar)

Keana will also research existing walking simulator and VR games, play them and take notes on what to do / what not to do, as well as help develop music for the game.

Vincent “The Magician” Orlowski - Lead Programmer // Functionality, Interactions, & Data.

Vince will complete tutorials, pass assessments, and demonstrate code examples for these:

- C++ (24 Hours)
- C++ Optimization (4 Hours)
- Unreal Engine (8 Hours)
- SteamVR -> Unreal (4 hours)

Vince will also research project specific programming challenges to be better versed during debugging, and aid in general audio and level design.

Alexandria “Big Red” Heston - Lead Interaction Designer & 3D Modeler// Concept Artist & Programmer.

Ali will complete training and tutorials in the following programs:

- Maya (7 hours)
- Unreal Engine (8 hours)
- Blender (10 hours)
- Mudbox Basics (2 hours - already familiar)

Ali will also research 3D cyclical/responsive animation techniques as well as research positive interactions for first person perspective players.

Fernando “Nando” Flores - Lead Programmer.

Fernando will complete tutorials, develop a deep level of understanding of the Unreal Engine and provide the code necessary for features required.

- C++ (24 Hours)
- Unreal Engine Scripting/Programming (8 Hours)
- Read Official Unreal Documentation (10 Hours)
- Engage in Unreal Engine Tutorials (8 Hours)

Fernando will also work on music for the game, and be involved in the basic components of art and modeling.

Yeong-U “Patrick” Lee - Lead Programmer // Interactions & System Architect.

Patrick will complete the tutorials for Unreal Engine, study interactions between VR and Orion, and coding the game in C++.

- C++ (24 Hours)
- VR Orion Interaction Study (10 Hours)
- Unreal Engine (8 Hours)
- Study VR Modules/Apps (10 Hours)

Patrick will participate in creating music for game, developing/debugging the game, and study different modules in Orion.