



Julian V V Ceipek

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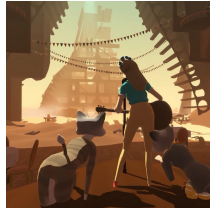
I craft systemic solutions with & for people. I love learning, collaborating & teaching.

EMPLOYMENT

2015-Present

Tender Claws. Tech Co-lead.

Create foundational game systems, in-house tools, native plugins, custom servers, and prototypes for critically-acclaimed AR and VR experiences supported by Google and Oculus.



Developed prize-winning first prototype and core multiplatform architecture for award-winning VR game Virtual Virtual Reality, with 50k+ installs and majority 5-star ratings.

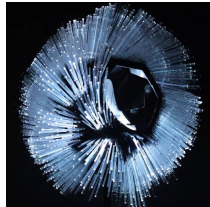
Spearheaded and currently lead development of multiplayer services and backend infrastructure for upcoming virtual reality live theater experience showcased at Sundance Film Festival and backed by Oculus.

Amplify the efforts of my talented collaborators; learning, using, and teaching languages, techniques, and pre-release technologies as needed.

2015-Present

Studio Farahi. Software Contractor.

Create the "brains" for interactive garments and installations backed by Adidas, Steelcase, and Chicago's Museum of Science and Industry; and featured by outlets including WIRED, CNN, The Guardian, BBC News, Engadget, and CNET.



In under 130 hours, engineered complete simulation suite, control system, and wifi monitoring portal for display case that reacts to human emotions. Project presented to executives at Adidas headquarters.

Built visual calibration tool for tuning servo motors in 30 seconds (despite no prior servo experience).

Achieved 20x performance boost for generative animations using game development tricks.

2014-Present

Entrepreneur. Co-founder & Tech Lead. Co-designed and developed multiplayer arcade game featured at the highly selective E3 Indiecade Showcase.

2013

Codecademy. Engineer Intern. Designed, developed, and user-tested the initial prototypes for the project-based programming lessons that are now central to the company's subscription model.

2012

Riparian Data. Developer/Designer Intern. Developed production code for browser-based enterprise email client and co-designed the user experience.

2011

Lexis Nexis. User Experience Research Intern. First to integrate speech recognition into iPhone app for lawyers.

EDUCATION

2014-2017

USC School of Cinematic Arts, Los Angeles, CA
GPA 3.93. MFA in Interactive Media and Game Design

2010-2014

Franklin W. Olin College of Engineering, Needham, MA
GPA 3.93. BS in Engineering with a computing concentration

NOTABLE ACHIEVEMENTS

Tendar [\[link\]](#)

Winner, Innovation in Interaction, [IndieCade 2018](#) | Official Selection, [Sundance New Frontiers 2018](#) | Official Selection, [IDFA Doc Lab 2018](#)

Virtual Virtual Reality [\[link\]](#)

Best VR Game, [International Mobile Gaming Awards 2018](#) | Best VR Experience, [Google Play Awards 2017](#) | Best Mobile Interactive Experience, [Raindance Film Festival 2017](#) | Participants' Choice Award, [PBS POV Hackathon 10](#)

Awarded [USC Annenberg Graduate Fellowship](#)

1st place for educational video, [Ars Science Video Contest](#), physical sciences division [\[link\]](#)

1st place award for 3d model, [Weta Workshop](#) (SFX group for Avatar and Lord of the Rings) [\[link\]](#)

Lead antagonist in first authorized stage adaptation of [Dr. Horrible's Sing-Along Blog](#)

DIGITAL TOOLS

Primary prototyping languages: [TypeScript](#) and [Python](#).

Developed non-trivial programs in C#, Go, C, Objective-C, LISP, SML, MATLAB, BASIC, CoffeeScript, JavaScript, Java, and LabView. Often experiment with new languages.

Adept with [Unity](#), [Inkscape](#), [Blender](#), [Final Cut Pro](#), and [Photoshop](#) for 5+ years.