

ALEX STAMM

MIXED REALITY | RESEARCH | PROGRAMMING | VIDEO

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EXPERIENCE

Envision Center for Data Perceptualization

Research Assistant/Graphics Artist | Jan 2015 - Present

- Lead developer of 360° video software and stereoscopic renderings
- Explore new methods and application for virtual reality technology
- Develop augmented reality applications using optical tracking
- Build networked social environments for collaborate virtual reality
- Interpret data to create aesthetically appealing scientific visualizations
- Communicate with clients on project design and maintaining scope
- Video editing and compositing
- Create 2D art, posters, fliers, and logos to enhance branding
- Sole customer support for users working with our render farm

Wedding Videography (Self-Employed)

Videographer/Editor | June 2016 - Present

- Communicate with clients to meet their video needs
- Film footage of the entire day, from the start of the day, to the end of the reception
- Edit videos together into cohesive form
- Prepare and upload videos for presentation

Big Ten Network

Production Crew | Jan - May 2016

- Helped run an entirely student run live video production
- Prepared video and audio equipment for broadcast
- Filmed various sports including basketball, baseball, and wrestling
- Duties included cameraman, field manager, and live graphics

Jeffrey Rhoads Research Group

Content Producer | June - Dec 2014

- Created educational videos to help describe mechanical properties to undergraduate mechanical engineering students
- Created a brand template to unify all produced content
- Supervised use of all video and audio equipment

PROJECTS/PUBLICATIONS

Augmented virtuality in real time for pre-visualization in film

- Published in the IEEE 3DUI 2016 Conference Proceedings
- Primary author and application developer
- Wrote a color-removal algorithm for a custom shader
- DOI: 10.1109/3DUI.2016.7460050

Greenspace AR application

- Developed augmented reality portion of satellite orbit visualizations
- Took point data from excel, input it into Maya to generate a 3D mesh
- Developed with Vuforia and Unity, then deployed to Android

Buzz Aldrin Mission to Mars

- Rendered and composited special effects to simulate a landing on Mars
- Helped illustrate Dr. Buzz Aldrin's proposed project

Outbreak (Short Film)

- Led team of 25 students in the project management role
- Content coordinator, task delegator, compositor, and final editor

SKILLS

Programming Languages

- C#, C++, OpenGL, PHP, .NET, JavaScript, HTML, CSS, SQL

Tools

- Unity3D, SideFX Houdini, Autodesk Maya
- Adobe After Effects, Premiere, Photoshop, Illustrator, InDesign, Audition, Vuforia

Abilities

- Virtual and Augmented Reality Production, Mobile Development, 360° Video, Rendering (Real-time and Pre-rendered), Video Editing, Video Compositing, Videography, Photography, Project Management, Emerging Technology Research, Academic Writing, Public Presentation

EDUCATION

Purdue University

Masters of Science | May 2018

Computer Graphics Technology

- Working under Dr. David Whittinghill
- Computer graphics programming
- Virtual reality simulation

Purdue University

Bachelor of Science | May 2016 | GPA: 3.32

Computer Graphics Technology

- Presented Senior Design Project at IEEE 3DUI 2016
- Led a lecture and workshop on 360° videos
- Study Abroad to Colombia | 2014
- Global Engineering Showcase Award | 2012
"Most Potential for Impact"

VOLUNTEER

Purdue Dance Marathon | 2015 - 2016

- Live Video Editor during event
- Lip Dub Videographer

Purdue Boiler Gold Rush | Aug 2015

- Video Director for team introduction videos
- Seen by over 6000 incoming Purdue students

INTERESTS

- Bass guitar, performing in venues around campus
- Acoustic guitar and ukulele
- Virtual reality development
- Video production for various organizations
- Video games