

# Brian J. Dugan

Interactive Developer  
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## Key Skills and Qualifications

- C++, Java, Visual Basic, C#
- Unity 6+ years
- Multiple Published Projects
- Self driven and fast learner
- Team player
- Problem solver

## Experience

- **Plow Digital** Interactive Developer - Nov 2019 to Present  
Primarily working in Unity Engine to develop apps meeting client needs. Projects primarily consist of small scope phone apps, and interactive kiosks.
- **Indiana University - Purdue University Indianapolis** Teaching Assistant - Sept 2018 to May 2019  
Assisted in instructing and introductory JavaScript class with a focus on interactive design.

## Projects

- **Celebrate Indianapolis** – A small scavenger hunt mobile app. Utilizes Augmented Reality features to allow users to view a short video in specific locations around the city of Indianapolis. To view the content, navigating to the location was required, thus GPS was used to get approximate location, thus unlocking the content. Published to both iTunes and Google Play Made with Unity, GPS, Augmented Reality, Apple iOS, Android.
- **Complexly Crash Course** – A mobile app developed as a companion app for a series of educational videos. Consists of a series of courses with flashcards to study from. It is fully data-driven to allow for content development without the need to post new builds. App is published on both iTunes and Google Play. Made with Unity, data driven, Apple iOS, Android, in-app purchases for donations.
- **Apparooz** – A mobile game developed as a companion to a physical board game. The board game can be scanned with the app to unlock easter eggs viewed in Augmented Reality. Toys with QR codes can be collected and checked in to the app for extra rewards. Simple games are available to collect in game currency for purchasing items. App is published on both iTunes and Google Play. Made with Unity, data driven, Augmented Reality, Azure PlayFab, in-app purchases.
- **Allison HoloLens Experience** – This project was developed for Microsoft's HoloLens 2, an Augmented Reality headset. Allowed for viewing of axle models placed in the world with some basic animations and interactions. Made with Unity, spatial awareness, voice commands.
- **ARO Product Park** – A mobile app developed for client-reseller interactions. Allowed users to view various pump models and data related to them. A later feature was added to allow for viewing of full scale models in Augmented Reality. Made with Unity, Augmented Reality.

- **IHS Bicentennial Kiosk** – This project was developed to be installed on a kiosk in a museum exhibit. It was deployed as a windows desktop application. Includes very basic gallery browsing, with tons of content. Image and caption content was updated from a central image repository from the client's web resources. The exhibit was open for around 2 years with 5 kiosks running 24/7. No issues were reported by the client. Made with Unity.
- **History of Allison Kiosk** – This kiosk was developed to run on a windows PC in a kiosk. Allows the user to browse images with captions. Every block of text has an accompanying voiceover. It is data-driven to allow for faster content development by another team member. Everything animates smoothly in or out with many layers of UI. Transitions are achieved with procedural animations, with a few blending videos. Made with Unity.
- **Beckman Coulter 3D Lab** – 3D web app that allowed the user to explore a virtual lab with Beckman Coulter lab equipment. Made with PlayCanvas.

## Education

- **Indiana University - Purdue University Indianapolis** – BS, Informatics, minor in Game Design
- **Central Nine Career Center** – Interactive Media, Information Technology