



JASON SIFUENTES

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OBJECTIVE

To use my skills and technical development expertise to lead or work with a creative team to build exciting and innovative client solutions.

Design Tools

- Adobe Creative Suite
- 3DS Max

Development Tools

- Unity 3D & C#
- Blend with Visual C#
- AS3
- Hololens SDK
- Google Cardboard SDK
- Oculus Rift SDK
- HTC Vive SDK
- HTML, CSS, Javascript

Devices

- Microsoft Hololens
- Oculus Rift
- HTC Vive
- Google Cardboard
- Microsoft PixelSense Multi-touch Table
- Structure 3D Scanner
- Ricco Theta S

Education - NATIONAL AMERICAN UNIVERSITY

Bachelor's Degree – Computer Information Systems

Leadership - UNITED STATES MARINE Corp 1994 - 2000

Online portfolio –

<http://majesticcreativestudio.com>

Linked In -

<https://www.linkedin.com/in/jason-sifuentes-35142b4/>

EXPERIENCE

INTOUCH SOLUTIONS | OVERLAND PARK, KS

SEPTEMBER 2010 – SEPTEMBER 2017

SENIOR INTERACTIVE DEVELOPER

Utilized Unity 3D & C# across multiple AR/VR/MR SDK's to develop and engineer, in a Multi-Stack fashion, various Interactive Reality projects for both Research and Development, and clients in the Pharmaceutical Industry. Utilized the Ricco Theta S, and Garmin VIRB to run various internal 360 shooting sessions. Develop Interactive Multimedia online tools, applications, and engineer user experiences across multiple types of touchscreen devices for multiple clients in the Pharmaceutical Industry.

CUBIC APPLICATIONS | LEAVENWORTH, KS

June 2009 – September 2010

MULTIMEDIA PROGRAMMER/DESIGNER

Lead the Multimedia-based and User Experience Re-Design and development of the Captains Career Course eLearning experience. Implemented to target the education of U.S. Army Captains, in compliance with U. S. Armed Forces eLearning standards and regulations. Provide training and guidance to support Instructional Design staff to insure the delivery of a best-in-class New Media project.

SPRINT-NEXTEL | OVERLAND PARK, KS

June 2007 – March 2009

PERFORMANCE TECHNOLOGIST II

Designed and developed Multimedia-based eLearning solutions for multiple internal audiences. Provided development guidance to the Instructional Design staff to ensure the learning objectives given to the students are achieved, while utilizing the most current in eLearning development tools. Administered the internal team testing environments for streaming media on multiple mobile environments.

RR DONNELLEY (CONTRACTOR) | LIBERTY, MO

March 2007 – June 2007

MULTIMEDIA DESIGNER/DEVELOPER

Lead the concept, design, and development of the initial Multimedia-based solution, which was offered and adopted by the 1000's of RR Donnelley clients.

VML INC. (CONTRACTOR) | KANSAS CITY, MO

October 2005 – November 2006

MULTIMEDIA DESIGNER/DEVELOPER

Designed and developed Multimedia-based New Media projects, and client pitching campaigns for industry leading clients, while working on brands like Microsoft, Accenture, Vanguard, AMC Theatres, Samsung, Con Agra Foods, Suntrust, Young & Rubicam Brands, Hills Pet Nutrition, Pfizer, AT&T, Sprint, Burger King and ASTAR Air Cargo. Utilized ActionScript, and numerous industry leading design and development tools for superior integration into Overflow team-created Multimedia projects and web sites.

Saint Luke's Health System | Kansas City, MO

June 2001 – October 2005

Web Content Specialist

Designed, developed, and monitored websites for Saint Luke's Northland, Wright Memorial Hospital, Saint Luke's East Lee's Summit, Hedrick Medical Center, and Saint Luke's Medical Group. Worked with third party vendors to customize multiple patient information tracking systems into a single tool for Dr's to retrieve basic patient information, lab results, x-rays, and transcripts.