COLE PASKUSKI
VR/UX Desinger & 3D Generalist

I am a skilled and passionate virtual reality (VR) and user experience (UX) designer with a talent for creating enjoyable, immersive experiences. I take pride in my abilities and constantly try to improve my skills with every opportunity. I am always eager to learn and push boundaries to create the most immersive VR experiences.

🗺 Calgary Alberta Canada

📞 1-403-614-7761

✉ cole.paskuski@outlook.com

🌐 colepaskuski.com/portfolio

💬 References available upon request

Professional Experience

VR Designer, Project Manager & Co-Founder — October 2022 - Present
Zoltech Studios - Heroes of the Omniverse VR

➢ Oversaw the successful funding application to the Canadian Media Fund for the Conceptualization program. The project starts 3D development in February 2024.

➢ Utilized concept art to create the following concepts: character profiles, user interface design, VR physics-based combat systems, and character ability systems.

VR World Builder & User/Tech Support — August 2023 – November 2023
Single Thread Theatre Company – PXR 2023

➢ Designed and created a VR Chat world in Unity3D for PXR 2023. See the world *here*.

➢ Created a C#/UDON# BOID system that allows 3D fish to move in a set area. See *here*.

➢ Created multiple ocean-themed and utility shaders with HLSL in Unity3D.

➢ Provided technical support and guidance to PXR 2023 attendees at the Launch Party.

3D Generalist & Unreal Blueprint Programmer — July 2022 - July 2023
Liquid Avatar - Aftermath Islands Metaverse

➢ Coded a save system with backend integration for the inventory system using My SQL and blueprints in Unreal Engine 5. See more about the process and system *here*.

➢ Contributed to Clubhouse Island from concept to prototype to public release in June 2023.

➢ Increased FPS by 600% on Playground Island (used: cull distance, RVT, world partition).

➢ Modelled and textured themed modular kits were used to create three unique stores.

VR Designer & Developer — January 2022 - June 2022
Zoltech Studios - Summoned Heroes of Sakura VR

➢ Created a VR climbing locomotion system with C# and the XR Interaction Toolkit. See *here*.

➢ Created multiple shaders and VFX using Unity Shader Graph and Particle Effects. See *here*.

➢ Modelled and textured three weapons, foliage and background props. See weapons *here*.

➢ Designed and built a Japanese-themed Zen Garden environment with modular assets.

➢ Developed for the Meta Quest 2 in Unity URP. Download an APK and see the project *here*.

VR World Builder — October 2021 - November 2021
Single Thread Theatre Company - PXR 2021

➢ Designed and created an ALTspace world in Unity3D for PXR 2021.

➢ Mentored middle school students from the Northwest Territories in VR game design, world-building, game development, VR theatre, and storytelling. Preparing them to create a VR theatre performance.

➢ Collaborated with students to craft a compelling narrative that was presented in the world during PXR 2021.

Skills

Programming
C#, C++, & UDON#
HTML & CSS
Unreal Blueprints
HLSL & Shader Graph
Unity Particle Effects

APIs
XR Interaction Toolkit
DirectX & OpenGL

Engines
Unreal Engine 4/5
Unity Engine -
- 2017-Present

Software
Blender & Maya
Substance Painter
Substance Designer
Adobe Photoshop
Adobe Audition
Perforce & Git/GitHub
Trello, Slack, Jira, & BitBucket

Technical
Backend & Database Integration (My SQL)
Modular Code Design
Efficient Code Debugging
Code, Mesh, & Texture Optimization

Other
Proficient in English
Rapid Prototyping
2+ years of experience

Education

Lethbridge College — September 2021 - June 2022
Virtual and Augmented Reality Certificate & Entrepreneurship

➢ Graduated with honours with great distinction, a 4.0 GPA, and was on the president's list each semester.

➢ Studied VR/AR prototyping, VR/AR interaction design, UX/UI design, VR multiplayer, VR/AR single-player, 3D art/design, texturing, game optimization, audio design, coding in C#, and level design using Unity.

➢ Created an ALTspace world for the NEXT beyond the Metaverse VR conference.

➢ Participated and won a 3D design competition during my practicum at Lethbridge College.

➢ Took an Entrepreneurship program which included (market research, business strategy, etc).