

# Jake Rodelius

## Interactive Developer

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## Skills

- Deep knowledge of TouchDesigner since 2018
- Significant experience with Unreal Engine 5 and Unity 3D
- Capable creating NodeJS services to pull from CMS backends such as Firebase and Cloudinary
- Written shaders using HLSL/GLSL; fragment shaders especially
- Contributed to and utilized design documents and reference frames on team projects
- Utilized Scrum, Kanban, and other Agile Development techniques
- Experienced with HTML, CSS
- Built applications for Windows, Android, and iOS

## Job Experience

### **M1 Interactive** - Developer

Employed: October 2017-April 2019

Created interactive public display pieces using Unity and Unreal Engine. Moderate use of TouchDesigner, Kinect and Realsense.

### **Next/Now** - Developer

Employed: April 2019-Present

Created games, websites, apps, tools, and installations using TouchDesigner, Unreal Engine, Unity, and NodeJS.

## Notable Projects

### **Cushman & Wakefield Video Wall**

(Next/Now 2022)

- Authored the TouchDesigner project that ran content on a schedule and drove art pieces using client provided data
- Oversaw and assisted an artist also working in TouchDesigner
- Installed on-site in Washington DC with the client's AV team

### **United Airlines 'Airshop' Innovation Center**

(Next/Now 2023)

- Authored the TouchDesigner project that ran on demand video content
- Created NodeJS application for pulling content from a CMS
- Implemented network communication with a web application controller
- Installed on-site in Chicago

### **StateFarm NBA All-Star Game**

(Next/Now 2024)

- Authored the TouchDesigner project that ran user registration, a video booth, and gameplay footage capture
- Implemented UI/UX features and matched provided style frames
- Networked with several other applications to establish and maintain user data