

Michael Carney, **Experience Designer** – michael@michaelacarney.com – 321.662.8600

My principal expertise is focused on the research, design, and implementation of experiences utilizing emerging gaming and simulation technologies. With these skills I **ENGAGE** my audience; develop creative content utilizing contemporary mechanics between the virtual and physical world, and arrive at innovative solutions.

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<b>Mixed Reality Visualization Consultant</b>	<b>Canon U.S.A., Inc.</b>
-Systems Integration	Aug, 2014 – Current
-Requirements Gathering	<ul style="list-style-type: none"><li>• Design, implement and support client hardware and software systems integrating visualization and orientation tracking technologies for immersive Mixed Reality application environments.</li></ul>
-Project Management	<ul style="list-style-type: none"><li>• Develop Mixed Reality demos that explore market ready use cases for Aerospace, Architecture, Automotive and the Simulation and Training markets implementing existing confidential client data.</li></ul>
-Market Research	<ul style="list-style-type: none"><li>• Awarded contract after successful RFP submission including on-site technology demonstration to the world's third largest aerospace manufacturer. Subsequently supports client with design and engineering Mixed Reality workflows.</li></ul>
-Demonstrates technology	<ul style="list-style-type: none"><li>• Empower undergraduate and graduate students to explore new use cases for Mixed Reality by planning, launching and facilitating the Mixed Reality Internship competition.</li></ul>
-Technical Support	<ul style="list-style-type: none"><li>• Create training plans for new hires and Canon Insights Intern for proprietary Canon software and hardware.</li></ul>
-Intern Mentoring	<ul style="list-style-type: none"><li>• Effectively increased collaboration efficiency, when reviewing new market research and technical information with multicultural teams, by preparing visually meaningful presentations, implementing projector organization conventions, naming conventions and schedules.</li></ul>

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<b>Research Faculty</b>	<b>University of Central Florida, E2i Creative Studio, Institute for Simulation &amp; Training</b>
-Grant Writing	Nov, 2011 – Aug, 2014
-Game Design Instruction	<ul style="list-style-type: none"><li>• Researched the culture of new media and how it impacts contemporary conventions.</li></ul>
-Simulation Design	<ul style="list-style-type: none"><li>• Taught Principles of Game Design, a digital media course which covered design fundamentals, gameplay mechanics and the journey from design to production and delivery.</li></ul>
-Internship Planning	<ul style="list-style-type: none"><li>• Co-PI on a number of proposed projects empowering the informal learner by utilizing existing technology in innovative ways.</li></ul>
-Education Research	<ul style="list-style-type: none"><li>• Lead designer on an immersive Incident Commander simulation in partnership with the Orange County Fire Rescue Department.</li><li>• Administered the internship program, placement of graduate and undergraduate students within funded projects.</li></ul>

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<b>Lead Experience Designer</b>	<b>University of Central Florida, Media Convergence Laboratory / E2i Creative Studio</b>
-Interactive Development	May, 2007 – Nov, 2011
-Style Design	<ul style="list-style-type: none"><li>• Led the creative gameplay development for a major STEM free-choice learning exhibition from asset creation through prototyping to final product.</li></ul>
-Field Research	<ul style="list-style-type: none"><li>• Designed the scenario in a simulation testbed studying performance under stress, specifically in the areas of virtual / physical set interaction, environment and open-ended story narrative.</li></ul>
-Simulation Testbed	<ul style="list-style-type: none"><li>• Led the production team from concept art, through asset creation and motion capture, to integration into our Mixed Reality engine. Projects included interviewing of returning soldiers to aid in authenticity of design, and testing the resulting scenario with Army and Marine Corps personnel to determine the impact of the experience on training success.</li></ul>
-Scenario Design	

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<b>Education</b>	<b>Masters of Science, Modeling and Simulation - University of Central Florida, Orlando</b> <b>Bachelor of Arts, Digital Media: Interactive Systems - University of Central Florida, Orlando</b>
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