RJ PERRY

95 Park Street
Apt 14
Orono, Me 04473
(207)745-9852
Raymond.Perry@maine.edu

PRIMARY STRENGTHS

- ➢ Excellent performance throughout high-stress situations
- ➢ Strategic, creative problem solving
- ➢ Wide-based knowledge and skill sets, with a focus on technical skills
- ➢ Organized, communication-based management style

PROFESSIONAL EXPERIENCE

VEMI Lab   *University of Maine, Orono*   *Nov 2010 - Present*
Virtual Environment and Multimodal Interaction Laboratory   www.vemilab.com

Technical Coordinator   **June 2014-Present**

- Project Manager for 10+ simultaneous projects (both Traditional and Agile-based structures), supporting 20+ students
- Assess all technology-based purchases, ranging from the selection of new computers, to the design and installation of modern Motion Capture systems and VR Technologies
- Interview and oversee training of new employees
- Maintenance, Configuration, Calibration of all hardware systems
- Blind and Low vision research (3D audio, Haptics, navigation)
- Led frequent tours for visiting students, professionals, and congressmen
- Database design and implementation

Virtual Reality Programmer   **Nov 2010- June 2014**

- Software Development (VR, Android, iOS)
- Vibro-tactile and advanced spatial audio design
- Software conversion and deprecation upgrades
- Small office network admin (Central storage, domain login, ~30 users)
- Solo and Paired programming paradigms

AMC   *University of Maine, Orono*   *Aug 2009 – May 2010*
Engineering support and service center   umaine.edu/amc/

Engineering Intern & IT Administrator

- Electronics schematics/ PCB design
- Software development and hardware integration
- Customer-based solutions design
- Small office network admin
- Understanding of Mech. Engineer vernacular and design requirements

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EDUCATION

MS - Spatial Information Science and Engineering	University of Maine	2012-Present
BS - Electrical Engineering Technology	University of Maine	2009-2011
AAS - Electrical and Automation Technology	Eastern Maine CC - Bangor	2007-2009
High School Vocation - Robotics Engineering	UTC – Bangor, Me	2004-2007

PROFICIENCIES

Hardware
- HTC Vive
- Oculus Rift (DK1,DK2)
- nVis SX-111
- OSVR HDK
- MakerBot 3D Printer family
- LeapMotion
- PhaseSpace Impulse
- iOS
- Android
- Arduino
- PLC
- Soldering/Wiring

Software
- Unity3D
- Autodesk AutoCAD
- Autodesk Inventor
- C#
- Python
- JavaScript
- MySQL Workbench
- MultiSim
- Ladder Logic
- Office
- ArcGIS

Research Interests
- Emergency Management
- Robotics
- Bio-mechatronics
- VR as a Tool
- Consumer AR
- Accessibility Tech
  - Haptics
  - 3D Printing
  - Audio

Volunteer Experience

FIRST Robotics Mentor	2007-2011
VEX Robotics Event Administration	2008-2015
Robotics Engineering Advisory Board	2008-Present