

Michael Wigton

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Technical Skills

- **Languages:** Main: C#, Experience: C++, Java, Exposure to: C, Python
- **Platforms:** Windows, Android, iOS, VR, WebGL
- **Tools / Frameworks:** Unity, VRTK, Photon, Unreal, Visual Studio, WPF, WinForms, Vim, 3ds Max, Cinema 4d, Photoshop, XNormal, Quixel Suite, Jenkins, Jira, Qt, Qt Creator, NGrain Producer Pro, Git, Perforce, SVN, Gitlab, Github, Azure DevOps
- **Skills:** Unity development, level building, lightmapping, UI building, realtime-3D asset creation, Unity custom editor tools and UI, continuous integration, dependency Injection, unit testing

Experience

Lead Developer

trainPOINT

Jan 2020 – Present

San Diego, CA

- Develop, maintain, and manage trainPOINT products including Hazard Identification, Fall Protection, Lockout-Tagout, Confined Spaces, and Spotter training.

Computer Programmer II

Epsilon Systems Solutions Inc.

Aug 2016 – Dec 2019

Warrenton, VA / Remote

- Developed and maintained the "EpsilonVR" framework and player application.
- Aided in the development of training modules with content creation and EpsilonVR features: Virginia Payload Tube, Auxiliary Propulsion System, Surface Steering Gear for the U.S. Navy and Lockout Tagout, Confined Spaces, Hazard Identification.
- Developed tools to aid in the NGrain development pipeline with C#, WPF, and WinForms.

Graphic Artist III

Epsilon Systems Solutions Inc.

Oct 2014 – Aug 2016

Warrenton, VA

- Developed interactive 3D showcase application for Generac's new line of generators.
- Developed "Virtual Training Aid", an application to allow instructors in a classroom to navigate between systems and components of a piece of equipment in 3D space to aid in teaching.
- Developed generator maintenance simulation prototype for the U.S. Army.
- Developed interactive 3D presentation of new proposed facility modifications to the NNSS U1a Complex for the Department of Energy.
- Developed interactive 3D brochure of Epsilon's "Compact Aircraft Support Cart".

Graphics Artist I

Media Box Studios (Bought by Epsilon Systems)

Jan 2012 – Oct 2013

Warrenton, VA

- Aid in the development of computer-based training by creating 3D models and renderings using Cinema4D. Parse client provided manuals into procedures. Implement renders into Adobe Flash projects.

3D Artist

Lukewarm Media

Jan 2012 – Feb 2013

Remote

- Created props and buildings for the game "Primal Carnage" using 3ds Max, Quixel Suite, and Photoshop in the Unreal engine for Windows.