Dwayne McKinney

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SUMMARY

Multimedia development professional with 3D/AR/VR experience. Excels at crafting high-impact websites, mobile web applications, serious learning games, and metaverse experiences. Combines deep industry knowledge with experience guiding campaign development, product launches, and content strategy to elevate brand profiles.

SKILLS & EXPERTISE

- Unity 3D • Unreal Engine • Web AR • VR • Full Stack Web Development • UI/UX • Serious Games Development
- 3D Modeling • Graphic Design • Game Design

EXPERIENCE

Insight Global | Remote
Verizon - Emerging Technology Developer   09/2021 – Present

- Rapid development of 3D web based AR features for mobile web applications
- Created real time 3D model preview/conversion
- Developed API's for Unity to retrieve NFT based assets in real time
- Developed full stack features in Angular,React-Native, Three.js, Node,js, MongoDB
- Developed multiplayer metaverse experience gallery in Unity showcasing users collected 3D/2D NFTs
- Created multimedia assets, web portals and client facing applications for the AMC+ Walking Dead NFT Drop

Dysis | Remote
Sandia National Laboratories - Sr Software Engineer   2020 – 09/2021

- Utilized .Net frameworks, Angular, and MongoDB to create microservices
- Updated and maintained multiple business applications
- Created Kubernetes deployments of existing applications

DVS | Fort Huachuca, AZ
2RCC - Sr Software Engineer   10/2018 – 12/2020

- Designed and maintained DoD web applications using Java, Sharepoint and OracleDB
- Responsible for building, testing, and deploying new products

Northrop Grumman | Fort Huachuca, AZ
CSLA - Sr Software Engineer   10/2017 – 10/2018

- Designed and maintained DoD web applications using WebForms, MSSQL
- Created SQL Forms and Reports
- Responded to trouble tickets using Team Foundation Server
- Deployed web applications on NIPR/SIPR DoD servers

Northrop Grumman | Fort Huachuca, AZ

IKN - Web Software Engineer   10/2014 – 10/2017

- Designed and maintained DoD web applications using MVC and MSSQL
- Drafted requirements documents, wireframes, and lead customer discussions
- Created Military Hall of Fame web and touch screen interface one-touch offline deployment
- Deployed web applications on NIPR/SIPR DoD servers

Northrop Grumman | Fort Huachuca, AZ

Learning Innovation Branch - Sr Software Engineer   0/2014 – 10/2014

- Designed and maintained SCORM compliant Adult Learning Applications for DoD training
- Created 3D and 2D assets for eLearning projects
- Reduced design time by 50% providing templates and workflows

Engage Learning Studio | Sierra Vista, AZ

Owner - Creative Design and Development Director   03/2013 – 12/2013

- Created B2B relationships, securing contracts to develop eLearning products
- Lead team of 6 developers creating 3D, web based training applications for DoD
- Monitored Development, Budgets, HR, Payroll and DoD security and Compliance
- Designed, Developed and Deployed 12 Course computer based training

Northrop Grumman | Fort Huachuca, AZ

Learning Innovation Branch - Serious Games Developer   10/2011 – 08/2013

- Created serious gaming solutions in Virtual Battle Space
- Modeled, textured, animated 3D models for use in interactive real time simulations
- Participated in Army Games for Training, 2nd Place Avatar Creation Pipeline
- Designed, developed and deployed Unity based simulations

Omega Blue Studio | Sierra Vista, AZ

Owner - Games Developer   10/2009 – Present

- Released 'StoryBoards : Little Bot Big Bot' iOS
- Released 'The LAByrinth' FPS iOs
- Released 'StoryBoards: Pepper the Penguin' Android
- Released 'StoryBoards: Underwater Fun' Android

EDUCATION

WESTWOOD COLLEGE ONLINE | Denver, CO   2009
Bachelor of Applied Science, Video Game Art and Design

MILITARY

US ARMY | Denver, CO

35E - Radio Comsec Repair   06/1999 – 11/2002

- Honorable Discharge

Tech Stack/Software

- Javascript • HTML • CSS • C# • Angular • C# • SQL • MongoBD • Node • Three.js
- Blueprints(Unreal Visual Scripting) • Java • OracleDB • Azure DevOps • Unity Gaming Services
- Blender • Adobe Creative Cloud • Zbrush • Unity 3D • Unreal • Maya • 3DS Max