

# BRUCE WOODEN

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## EMPLOYMENT

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| <b>Strategy Consultant</b>  | <b>Veative Labs</b>                  | <b>Sept 2017 – Dec 2017</b> |
| <ul style="list-style-type: none"><li>• Worked with Product and Engineering teams to improve VR user experience</li><li>• Developed strategy for community and social VR roadmaps. Presentations to partners and at events</li></ul>  |                                      |                             |
| <b>Founder, Head of Experience</b>  | <b>AltspaceVR</b>                    | <b>Oct 2016 – Jul 2017</b>  |
| <ul style="list-style-type: none"><li>• Set product strategy, prioritized product features and led product manager team</li><li>• Hands-on management of several product features including FTUE, Daydream implementation, input system</li><li>• Management of Event Operations team, supporting both IRL and virtual demos/events</li><li>• Management of User Support team, including knowledge base content and abuse/bad-actor policies</li></ul>              |                                      |                             |
| <b>Founder, Head of Dev Relations</b>   | <b>AltspaceVR</b>                    | <b>Apr 2014 – Oct 2016</b>  |
| <ul style="list-style-type: none"><li>• SDK developer outreach. Grew developer community to over 200 members within a year</li><li>• Managed social media activity, trade show appearances, investor demos, press demos and interviews</li><li>• Created and hosted various community events; provided operational support for marquee events</li><li>• Established in-VR 'Road Team', which provided user moderation as well as support for demos/events</li></ul> |                                      |                             |
| <b>Program Director</b>   | <b>Galileo Learning</b>              | <b>Oct 2012 – Jul 2014</b>  |
| <ul style="list-style-type: none"><li>• Developed, managed, lead The Tech Museum Summer Camp program</li><li>• Helped expand program to 26 courses over 10 weeks; 2800 campers, 40+ staff, \$1M gross revenue</li><li>• Ideated and outlined curriculum for new courses like Mobile Game Design, Arduino Bots, &amp; 3D Game Design</li><li>• Developed 'high technology' curriculum for GSQ summer camps (Video Game Design, Web Design)</li></ul>                 |                                      |                             |
| <b>Lead Lab Instructor</b>  | <b>The Tech Museum of Innovation</b> | <b>Aug 2011 – Oct 2012</b>  |
| <ul style="list-style-type: none"><li>• Delivered, managed content for 90 min science lab experiences, weekend workshops, and off-site events</li><li>• Created new content for labs and after school groups, adhering to California Science Content Standards</li><li>• Lead and managed team of lab instructors, including scheduling and training</li></ul>  |                                      |                             |
| <b>CS Agent, All Platforms</b>  | <b>Sony Computer Entertainment</b>   | <b>May 2006 – Jan 2008</b>  |
| <ul style="list-style-type: none"><li>• Fielded calls concerning tech support issues for Sony PlayStation 1/2/3, PlayStation Portable, and SCEA Online</li><li>• Developed drafts for Consumer Service troubleshooting scripts and training materials</li></ul>   |                                      |                             |

## EDUCATION

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| <b>San Jose, CA</b>  | <b>San Jose State University</b> | <b>Fall 2007 – Summer 2010</b>   |
| <ul style="list-style-type: none"><li>• Major: BA Physics – Prep for Teaching; Minor: Mathematics</li><li>• Withdrew to re-enter workforce</li></ul> |                                  |                                  |
| <b>Lower Oxford Township, PA</b>   | <b>Lincoln University</b>        | <b>Summer 1998 – Summer 2000</b> |
| <ul style="list-style-type: none"><li>• Major: Pre-Engineering; Minor: Japanese &amp; Mathematics; 3.7 cumulative GPA</li></ul>                      |                                  |                                  |

## NOTABLE PROJECTS

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- **Founder, Silicon Valley Virtual Reality (2013-Now)** Meetup group and yearly conference. 5k+ members
- **Cymatic Bruce Videos/Streams (2013-Now)** Video series on VR design and 'Let's Plays'. Over 1.7M total views
- **Presentation at TEDx Geneva (2016)** The Potential of Shared VR. [youtu.be/7mLOE4ykS7E](https://youtu.be/7mLOE4ykS7E)

## ADDITIONAL EXPERIENCE AND AWARDS

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- **Event Emcee (2013-Now)** Emcee of meetups and major events like The Tech Challenge and SVVR Expo
- **Curriculum Content Creator (2009-2012)** Created science lab and camp curriculum content
- **Museum Exhibit Content Creator (2009)** Ran video workshop and created museum exhibit science content
- **Game Design Instructor (2008-2011)** Taught summer courses on video game design to 4<sup>th</sup>-8<sup>th</sup> graders
- **Dance Game Champion (2002-2006)** Competed in and won dance game tournaments in USA and Korea
- **National Merit Achievement Scholar Finalist (1998)** Top 1% PSAT score among African-American students