

# CONNER WITTE

## VIRTUAL PRODUCTION TECHNICIAN

linkedin.com/in/connerwitte/  
connerwitte.com

### EDUCATION

**Savannah College of Art and Design**  
Bachelor of Fine Arts  
Immersive Reality, 3.8 GPA  
2017-2021

### Software

Disguise  
Unreal Engine 4 & 5  
Perforce  
Maya  
Photoshop  
Substance Painter  
VIVE CamTrack  
Rokoko Studio

### Interpersonal Skills

Problem Solver  
Dependable  
Team Player  
Adaptable  
Organized  
Time Management  
Focused  
Customer Service

### Coursework

XR Collaboration  
Game Tech  
VR for Motion Media  
Visual Effects for Immersive  
Visual Storytelling  
Immersive Sound Design  
Game Art  
Programming  
Motion Media Design Techniques  
Sound Design for Film and Television

### Employment History

SCAD 2022 - Present  
Publix Supermarket 2016 - 2020

### EXPERIENCE

#### Virtual Production Studio Technician

Savannah College of Art and Design  
March 2022 - Present

Currently working as an on-set technician for student led films and other SCAD run productions. Using Disguise software, Unreal Engine, and knowledge of industry standard cameras and lighting equipment, I assist and provide technical support for all on-set activities on SCAD's LED volume.

#### XR Technician, Environment Artist, Tech Lead

Savannah College of Art and Design - "Get Real" XR Collab  
Jan 2022 - March 2022

Collaborated to create photorealistic virtual environments in Unreal Engine for filming on an XR stage  
Worked with film crew on set to manage the environment  
Organized a server system for hosting files in preproduction

#### Tech Lead, Programmer, Level Designer, Sound Designer

Steward Center for Palliative Care - "Safari"

Mar 2021 - May 2021

- Created a VR experience with Unreal Engine 4 blueprinting
- Created level streaming optimization for VR
- Reaper Audio Workstation - 360 spatialized audio workflow
- Worked closely with doctors to create the experience
- Worked with a team remotely

#### Tech Lead, Programmer, Co-Game Designer

Savannah College of Art and Design - "Tridentia"

Mar 2021 - May 2021

"Tridentia" is an asymmetric-style VR game (PC / VR)  
Unreal Engine 4 blueprinting-based VR workflow  
Programmed several core game functions  
Co-designed levels and game mechanics

### AWARDS

#### Silver Telly Award - Social Impact 2023

- Earned for "VR for Good" VR Therapy program

#### Immersive Game of the Year at The Rookies 2021

- Earned for "Spirit of Africa" VR Experience

#### Best Game Nomination at Entelechy 2020

- Earned for "Nalu" VR Experience

#### Eagle Scout, Boy Scouts of America 2016

- Earned through 12 years of Scouting