

Weston Bell-Geddes' Creative Portfolio

[Portfolio Website](#) - [LinkedIn](#)

Interactive Media*:

- [Games For Love](#). Position: VR designer / engineer Intern. Games for Love is a kindness-oriented Non-Profit Community for the purpose of easing the suffering of children in life-threatening conditions and, contribute towards building a sustainable financial future for them. 90% of the profits made by our game will be given directly to charity.
- *Our America*, virtual reality experience. Position: Designer / Engineer. Virtual reality narrative video game experience played from the perspective of an African-American father taking his son to school when they are stopped by the police. Produced via USC Games Advanced Game Project.
- *Skyfarer*, mixed reality shoulder rehabilitation game. Position: Game / Level Designer. Mixed reality rehabilitation application developed for upper body exercise of individuals aging with disability. Produced via USC Games Advanced Game Project.
- [VR Party Pack](#), VR party game. Position: developer. Plethora of local multiplayer games designed for a party scene.
- [Scare's Repairs](#), game jam game. Global game jam 2020 48 hour game jam USC space "winner."
- [ControlAR](#), augmented reality development tool. MIT Reality Hack 2020.
- [The World That Was](#), virtual reality educational experience/museum instillation. Position: VR developer. Developed a portable virtual reality museum installation for the [David Labkovski Project](#) based on the works of Holocaust artist David Labkovski. The user can enter Labkovski's paintings and interact with the people, exploring the rich life of pre-war Lithuania. Worked with historians and writers to create an authentic, meaningful experience. Created for my senior-year scholars project at Viewpoint School, California, Calabasas.
- *UpClose VR*, virtual reality experience. Position: developer. Inspired by the works of photographer Levon Biss. Using microphotography, my class partner and I took, compiled and rendered approximately 6800 magnified images to create one extremely high resolution image of the beetle known as Eupholus Bennetti. I am then turning it into a VR "bug experience." Created for my senior-year independent study project at Viewpoint School, California, Calabasas.
- July 2018, [The Seven Stages](#), virtual reality game. Position: developer. VR 'escape the room game' inspired by the poetry of William Shakespeare where each 'room' is a different stage in the life of a person. Created for my junior-year independent study project at Viewpoint School, California, Calabasas. Published on Steam. Demonstrated at

my booth at [VRLA 2018](#), the world's largest immersive technology festival, to display my demo (May 2018).

- March 2017, [ARm](#), augmented reality app. Position: 3D modeller/rigger and programmer. USC's Creating Reality Hackathon my team and I created an augmented reality app for iOS and the Hololens that allows the user to view where usable veins are located for healthcare professionals to perform blood draws and to be educated about the vein's purpose. I was awarded a Mixed Reality Developer kit by Microsoft for my work at the Hackathon. Developed using Blender, C#, Vuforia and Unity3D.
- December 2017, [Christmas!](#), virtual reality experience. Position: developer. Short game where the user can sit in a chair and interact with things around them that are Christmas themed (also there are pictures of cute dogs on the wall). Published on Viveport
- October 2017, [VEX VR](#), virtual reality simulation. Position: developer. Published on Viveport. VR physics simulation that allows the user to play every game in VEX robotics history. Published on Viveport. Awarded booth at [VEX Robotics World Championship](#) in Kentucky, youngest exhibitor to ever attend.
- August 2017, [King of Pop Art VR](#), virtual reality experience. Position: developer. Served as an intern at [Art Juxtaposed Inc.](#) to create their artwork in a virtual reality environment.
- July 2017, [Cybertrix](#), virtual reality game. Position: developer. 48 hour virtual reality project. Fast paced, puzzle platformer in which you must find your way through a series of mazes and critical-thinking maps with multiple solutions. Published on Viveport and became one of the most popular free games.
- June 2017, [Artifice](#), virtual reality experience. Position: developer. Virtual reality museum where the user can explore a virtual reality museum, entering paintings and interacting inside them. Published on Viveport. Article "Enter Weston Bell-Geddes' Virtual Reality" published in [Viewpoint Magazine](#). Awarded Computer Science Departmental Award at Viewpoint High School, California, Calabasas.
- July 2015- July 2016, [Portal 2 & Team Fortress 2 Levels](#), Source Engine maps and mods. Position: gameplay programming, level designer. Designed and programmed various Source Engine maps and mods. Developed using the Source SDK.

*All virtual reality games/experience were created using [Blender](#), [C++](#) and the [Unreal Engine 4](#) unless otherwise stated.

Digital Media (other):

- February 2020, [Vanishing Point](#), short thriller film. Co-director, actor.
- February 2017, [Catcher in the Rye Book Cover Design](#), digital art. "Honorable Mention" in the Scholastic Art and Writing Awards.
- January 2017, [Ring Rumble](#), digital animation. Position: editor/post production. Programs used: Blender, iMovie. VEX online animation challenge to invent and animate a robotics game in a virtual environment. "3rd Place Winner Internationally" in the VRC Game

Design Animation Online Challenge. Awarded a VEX gift certificate for my robotics team.

- January 2016, [Tipping Point](#), digital animation. Position: animator, editor/post production. Programs used: Blender, iMovie. VEX online animation challenge to invent and animate a robotics game in a virtual environment. “Finalist” in the VRC Game Design Animation Online Challenge.
- June 2015, *Comment Faire un Chapeau de Papier Pour Votre Chien*, digital video, 3 minutes, narrated in French. Position: writer/director/editor/actor. Programs used: iMovie. Awarded “Best Comedy Film” at the Oak Park International Film Festival for my foreign language film tutorial video about making paper hats for dogs.

Paper Based Games:

- December 2019, *A Walk in the Woods*. Position: leader/designer. Led a team of four to design and produce a board game about empowering meaningful connection through answering questions.
- August 2019, [Freakin’ Fractals](#), board game. Ran Kickstarter campaign for board game. 117% funded. Position: designer/creator.
- March 2016, *The Joy Luck Club Board Game*, board game. Position: designer/creator. Inspired by the book, *The Joy Luck Club*, I designed and created a board game that requires a thorough comprehension of the text. English I assignment.
- June 2015, *Fahrenheit 451 Board Game*, board game. Position: designer/creator. Players collect banned books and must make it to the forest before their books burn.

Photography:

- November 2018 & March 2017, [Raven’s Omen](#), digital image. Position: photographer. “First Place” in the L.A. Natural History Museum Student Nature [Photo Contest](#) (November 2018). Work displayed in ‘Nature Photographer of the Year’ exhibit in Los Angeles Museum of Natural History. “Gold Key Regional Winner” and “National Silver Medalist” in the Scholastic Art and Writing Awards for works demonstrating high honors on the national level (March 2017). Less than 1% of all submissions.
- August 2018, [The Dancing Wavelengths Eupholus Bennetti](#), digital image. Position: photographer, camera technician. Using a powerful magnification lens, my partner and I created an image which is comprised of approximately 6,800 photos of the bug stacked on top of each other to create one high resolution image. “Honorable Mention” in the American Association of Physics Teachers international photo contest. 2 honorable mentions are awarded per year.
- January 2018, [Still Life](#), a series of 7 black-and-white photographs. Position: photographer. Series of images depicting my aging grandparents in their everyday life.

- January 2018, [*Burning Bridges*](#), digital image. Position: photographer. “Gold Key Regional Winner” in the Scholastic Art and Writing Awards.
- January 2018, [*The Last Recital*](#), digital image. Position: photographer. “Gold Key Regional Winner” in the Scholastic Art and Writing Awards.
- January 2018, [*Routine*](#), digital image. Position: photographer. “Silver Key Regional Winner” in the Scholastic Art and Writing Awards.
- January 2018, [*Sky Bridge*](#), digital image. Position: photographer. “Honorable Mention” in the Scholastic Art and Writing Awards.
- January 2018, [*Bird Feeder*](#), digital image. Position: photographer. “Honorable Mention” in the Scholastic Art and Writing Awards.
- January 2018, [*Shattered*](#), digital image. Position: photographer. “Honorable Mention” in the Scholastic Art and Writing Awards.
- February 2017, [*The Real Birdman*](#), digital image. Position: photographer. “Gold Key Regional Winner” in the Scholastic Art and Writing Awards.
- February 2017, [*Half A Family*](#), digital image. Position: photographer. “Silver Key Regional Winner” in the Scholastic Art and Writing Awards.
- February 2017, [*La Bicicletta*](#), digital image. Position: photographer. “Silver Key Regional Winner” in the Scholastic Art and Writing Awards.
- May 2015, [*Arizona Sunset*](#), digital image. Position: photographer. Awarded “Viewpoint Middle School Photo of the Year” by Viewpoint School, California, Calabasas. Work published in Lake Sherwood Life magazine.

*All photos taken on a [Nikon D3300](#), any editing done using [Adobe Photoshop](#).

Writing:

- February 2017, [*Banksy: Redefining Art*](#), critical essay. Position: writer. An essay describing graffiti artist Banksy’s occupation of New York City. “Silver Key Regional Winner” in the Scholastic Art and Writing Awards. English I assignment.
- February 2017, [*A Life Algorithm*](#), sci-fi/fiction writing. Position: writer. A dystopian short story I wrote about a world controlled by a machine learning algorithm which I turned into a text based adventure game using Twine. “Silver Key Regional Winner” in the Scholastic Art and Writing Awards. English II Honors assignment.