

# ANDREW TODD

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## PROFESSIONAL EXPERIENCE

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NextWave Safety, New York City, NY

MAY 2023 – Present

### Product Designer, XR

- Created high-fidelity prototypes for the Trenching and Excavation module, driving a 30% increase in user engagement and a 20% boost in training effectiveness.
- Filmed, edited, and deployed multiple 360 videos using stereoscopic 3D video and aerial drone footage to create immersive videos.
- Developed an innovative Trenching and Excavation module using 360 video technology for training construction workers; resulting in a 40% reduction in on-site accidents and improved operational efficiency by 25%.

NextWave Safety, New York City, NY

FEBRUARY 2022 – Present

### Product Manager, XR

- Managed the development of 5 virtual reality products by collaborating with cross-functional teams including engineers, artists, and designers.
- Product Manager for Blueprint Reading VR, nominated for VR Education and Training Solution of the Year.
- Defined product roadmaps, feature prioritization, and release schedules using agile methodologies.

Clemson University, Clemson, SC

DECEMBER 2020 – FEBRUARY 2022

### Research Technician II (VR Developer)

- Lead Developer on multiple simulations for the Federal Aviation Administration, including nondestructive inspection to reduce catastrophic failure.
- Led a team of doctors, psychologists, and other medical professionals to develop a VR module, that alleviates pain for cancer patients. One of the first VR experiences to be prescribed to patients.
- Leveraged emerging technologies to enhance student learning outcomes and expanded partnerships within higher education.

San Antonio College, San Antonio, TX

FEBRUARY 2016 – DECEMBER 2020

### IT Digital Media Specialist

- Awarded an Innovation Grant to develop a VR lab for students and faculty to enhance their education and lessons.
- Led a development team in the creation of 25 education simulations to aid faculty in student learning; which led to a 65% increase in students' grades.
- Conducted research on emerging technologies and best practices for using extended reality and gaming in education.

## EDUCATION

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The Art Institute of San Antonio, San Antonio, TX

2014

### Bachelor of Fine Arts, Media Arts and Animation

- President of the Acting club

## SKILLS & OTHER

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Skills: TIME's Person of the Year 2006, Figma, ShapesXR, XR Enthusiast, Filmmaker, Certified Drone Pilot, User Research, Communication, After Effects, Strategic thinking, 3D Modeling, Maya, Zbrush, Team Leadership, Photography, Unreal Engine, Unity