Jerry Hesketh

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OBJECTIVE
A position as Executive Producer.

EXPERIENCE

Smart Digital Networks, Inc.
Executive Producer, Co-Founder
(February 1997 – Present)
- Executive Producer of "Smart Digital Television®" a cross platform Internet Television OS
- Executive Producer of multiple virtual reality applications for HTC VIVE/SteamVR (Windows),
  Oculus Rift (Windows), Oculus Go & Quest (Android) and Google Daydream virtual reality systems (Android)

Ultratime Productions
Executive Producer
(January 2008 – Present)
- Producer and programmer of cross platform location based augmented reality application Ultratime (iOS & Android)
- Designed, produced and managed on-line virtual reality night clubs within SecondLife, AltspaceVR and VRChat

Foundation Medicine
Senior Software Engineer
(June 2021 – Present)
- Developed cloud based software pipeline for the delivery of next-generation genomic sequencing analysis for cancer patients

Creative Planet, Inc.
Executive Producer
(October 1999 – July 2000)
- Executive Producer of the Creative Planet portal a comprehensive entertainment production guide for professionals
  focused on Hollywood movie, music, music video and television production
- Managed software design and development team for VFXPro.com website

Virgin Sound & Vision, Inc.
Head of Studio Operations, Executive Producer, Director
(August 1994 – February 1997)
- Oversaw all aspects of design and production of cross platform games and educational applications using branded IP
- Managed team that produced and maintained "Virgin's Virtual Valley" kids area on AOL.com

De-lux'o Consumer Productions
Executive Producer, Programmer
(June 1993 – Present)
- Executive Producer of award winning Bill Barminski: Consumer Product and CLAMPS CD-ROMs
- Executive Producer Deluxoland and CyclopsBoy.com websites

MediaVision Multimedia Publishing, Inc.
Director of Technology
(June 1993 – August 1994)
- Oversaw the design and development of externally produced educational and entertainment CD-ROMs

AND Communications
Director of Technology
(June 1992 – June 1993)
- Lead the development of cross platform multimedia production application "Multi" for IBM (Mac, OS/2)
- Lead programming team producing multiple interactive CD-ROM/LaserDisc applications for IBM, Simon & Schuster
  and Paramount Pictures
* Part of the team that designed "WayFinder" augmented and virtual reality glasses for IBM

Reactor, Inc.
Executive Producer
(July 1989 – June 1992)
- Executive Producer of interactive entertainment CD-ROM and digital comic books
- Managed manufacturing and distribution of CD-ROM products

Apple Computer, Inc.
Senior Software Engineer
(January 1987 – June 1992)
- Coded and lead teams producing multiple CD-ROM based Apple products produced quarterly for 5 years "Support Navigator",
  "Information Source", Apple Developer CD-ROM series, Apple site license software CD-ROMs
- Produced "The ROM Cutter" Apple's AI Application Production Tool (AI application that wrote applications)
- Designed and coded "Apple Technical Services Information System" a server based application used my Apple Technical Support

PROFESSIONAL AFFILIATIONS
Member, Producers Guild of America p.g.a. (Since 2004)

INTERESTS
Fashion, Music, Photography, Film, Television, CGI, VR, AR, Advertising, Computers, Commerce.

HOBBIES
Skateboarding, Skiing, Bike Riding, Golf, Tennis, Philosophy, Psychology, Digital Production.