
Dann Blair

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Objectives

I am looking to work with creative people to build a strong technology community for Winnipeg, Manitoba, and Canada. I want to create innovative technology and support the ecosystems that foster growth and innovation.

Education

Red River College – December 2014 | Business Information Technology

- Addressed business related skills like accounting, math, and statistics
- Introduction and advanced level programming skills in PHP, Ruby, C#, and more
- Design courses to aid in the design and development of web platforms and mobile applications

Sturgeon Creek – June 2008 | Vocational High School Diploma

- Vocational skills in electrical house wiring, micro-electronics, soldering, and PCB design
- Power mechanics skills in welding, automotive maintenance, automotive electrical wiring, and general maintenance.
- Practical skills with advanced math, statistics, and computer science.

Skills

- Technical Skills
 - Virtual Reality, Augmented Reality
 - Agile Scrum Project Management
 - Web Skills: PHP, Ruby
 - Dev Skills: C#, Python, Linux
- Leadership Skills
 - CEO of Bit Space Development
 - Community Leader at North Forge
 - Organizer at Ramp Up Manitoba
- Personal Skills
 - Public Speaking – TEDx, Pitch Day, Ramp Up Weekend

Professional Experience

January 2014 | Present – Owner / CEO

Bit Space Development Ltd. | <http://bitspacedevelopment.com>

Bit Space Development Ltd. is an interactive digital media company focused on developing high quality simulations in VR and AR. Since founding BSD, the company has grown to 12 staff and partnered with leading brands in VR and AR like Microsoft, Oculus, and Valve. I handle the day to day operations of the company as well as business development and assigning development tasks.

June 2015 | October 2016 – Founder / CEO

PanoPla / RealPano

PanoPla is a web platform for hosting and creating virtual tours and VR content. The company was founded and built in 2015. RealPano was built off of PanoPla and focused on targeting Real Estate Agents. Although the company still exists, the products have since become open source and free for anybody to use. This company I consider a success for reasons other than monetary.

October 2013 | May 2015 – Lead Mobile Developer

Bold Innovation Group Ltd. | <http://boldcommerce.com>

At Bold I wore several hats as it grew from 6 employees to 60. My initial experience was on their install team working with client websites and setting up apps. I later moved onto their Shopify app team where I helped build their apps which propelled them into the spotlight. I worked directly with one of the owners, Yvan to start the Labs department where I worked on their flagship product at the time, Picticipate before moving to become their first mobile developer.

Awards

January 2015 | CEM Co-op Student of the Year

Awarded to students who excelled at their work term project. I was first place in Manitoba.

January 2016 | Future Leader of Manitoba

Awarded for the 20-25 category in 2016 for my work in the ACE project space, my own business, and in the community with Innovation Alley and North Forge.

March 2016 | CIGAN Student Researcher

Awarded to me by the minister of science from the federal government for my work in the ACE project space with Red River College.

Volunteer Experience

August 2016 | Present – Human Computer Interaction Lab

North Forge

At North Forge I have been working to build a space called the human computer interaction lab, or VR lab. This space allows students and entrepreneurs to access technology such as virtual and augmented reality, blockchain tech, wearables, drones, and 3D scanning technology. We have opened this up to all members. My role is to implement the technology and train people on it. I also promote the space and the technology housed in it.

June 2015 | Present – ACE Project Space

Red River College

During the summer of 2015 I was involved in a research project that I volunteered to conduct. The ACE project space is one of the best implemented student startup spaces in Canada and bridges the gap between the startup community and the academic community. As the first entrepreneur in residence I worked with students to prove out a model where the students could learn important objectives and real world skills that were trained in the space by myself and my team. Since then we have had several cohorts through the space and it has become an important part of the startup ecosystem. I remain as a consultant and a member of the space however I am currently not working there.

Print & App Publications

May 2015 | Learning Banana Pi: An Introduction to single board computing

A book focused on learning about programming and working with the hardware on Raspberry Pi based computers like the Banana Pi. The book covers a range of topics from introducing you to programming and Linux to gaming on the hardware.

ISBN 139781785289309

September 2016 | Cinemental 25

We developed an application for Android and iOS called Cinemental 25 for the Cinemental film festival. The application utilized augmented reality to teach people about the film and French communities in Winnipeg.

December 2016 | Flagger Safety

An application developed with the Manitoba Construction Sector Council and Manitoba Heavy with funding from the WCB for iOS and Android. The application focused on training the safe work practices and procedures of a flagger being trained for the job. The application is not released on the store at this time, but is being used in classrooms around the province.