ADAM BRUMMER

XR Developer

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CAREER GOALS

To become an expert in developing cutting-edge mixed reality applications and experiences that push the boundaries of what is possible in this rapidly-evolving field, and to be at the forefront of the mixed reality gaming industry, creating experiences that bring people together and provide a new level of immersion and engagement.

SKILLS & INTERESTS

- *Unity*
- *C#*
- *JavaScript*
- *Python*
- *SQL*

EDUCATION

Atlas School Tulsa, Sep 2021 - Aug 2024

DIPLOMA IN COMPUTER SCIENCE AND AUGMENTED REALITY AND VIRTUAL REALITY

Rigorous 20-month program with project based, peer-to-peer learning. The course is designed to teach students how to learn any programming language or development stack, program independently, as well as collaborate with peers on partner and group projects.

Technologies and languages covered during the program include:
  - *C*
  - *JavaScript*
  - *Python*
  - *SQL*
  - *MySQL*
  - *HTML*
  - *CSS*
  - *JQuery*
  - *C#*
  - *Unity*

EMPLOYMENT HISTORY

Lumen Technologies

FIELD SERVICES ASSOCIATE 1, 2022-PRESENT

Ensuring the smooth operation of internet infrastructure by receiving and processing requests from clients and coordinating the delivery of services. Coordination with multiple parties, including clients and vendors to ensure that services are delivered according to agreed-upon timelines and specifications.

PROJECTS

Partner Project: Blossom Bot, April 2022

A BOT THAT CONNECTS TO THE TWITCH.TV CHAT SERVICE TO ACCEPT COMMANDS FROM VIEWERS, THESE COMMANDS GENERATE AND MAINTAIN PLANTS THAT ARE DISPLAYED IN THE STREAMER'S VIDEO AS A BROWSER SOURCE OVERLAY FOR THEIR VIDEO COMPOSITOR.

- *Developed a custom API to interact with a SQL database of concurrent viewers to track user analytics such as watch time and total interaction.*
- *Designed an overlay based in HTML that dynamically updates the content shown to visually represent the individual viewers contribution to the streamer's community.*
- *Utilized the Twitch.js library to integrate with the Twitch chat service to gather data on user interaction and community achievement.*

Solo Project: 3D Platformer, Oct 2022 - Nov 2022

A BEGINNERS FORAY INTO GAME DEVELOPMENT, COVERING THE ENTIRE DEVELOPMENT CYCLE FROM CONCEPT ART TO A DEPLOYABLE APPLICATION. A THIRD-PERSON PLATFORMER WITH PHYSICS, ANIMATIONS, COLLISIONS, AND CUSTOM PLAYER CONTROL SCRIPTING.

- *Started by conceptualizing level design via sketching.*
- *Worked with primitives as placeholders to prototype level layout.*
- *Integrated Asset Packs from the Unity Asset store.*
- *Utilized meshes and rigid bodies to give realistic and responsive interactions.*
- *Designed a custom UI to provide feedback to the player, and allow them to pause, navigate between levels, and modify game settings.*

Solo Project: Augmented Reality Business Card, January 2023

UTILIZES THE VUFORIA SDK FOR IMAGE TRACKING TO GENERATE AN INTERACTIVE AUGMENTED REALITY BUSINESS CARD. COMPATIBLE WITH BOTH IOS AND ANDROID.

- *Worked in marker-based augmented reality to track image targets.*
- *Learned how to choose and create images that are optimized for image tracking, and designed a custom image target.*
- *Utilized the Unity UI editor to prototype layout of business card widgets.*
- *Implemented touch UI interaction to allow the view to tap on widgets and open the respective social media link.*