IAN ARAYA

HE/HIM
THEY/THEM

XR/VR GAME DEVELOPER & SOFTWARE ENGINEER

Known for their pragmatic and driven approach, Ian is a self-starter who thrives on finding elegant solutions to intricate problems. Their strong foundation in software development enables them to design, code, test, debug, and document software according to precise functional requirements. With an adaptable and personable demeanor, Ian excels as a leader, collaborative cross-functional team player, effectively communicating and aligning goals to achieve outstanding results.

Ian has founded a game development company. His deep curiosity and hands-on experience with emerging technologies like XR, real-time rendering, building AI agents and shader libraries make him uniquely equipped to bridge art and code in ways that captivate and inspire. Enthusiastic about building quality software, constantly enhancing their large pool of technical skills and knowledge while having fun doing it!

Contact

✉ ian.araya.soggyinkgames @gmail.com

☎ 0451222727

Expertise

- **Unity**
- **Blender**
- **Cinemachine**
- **Shader Graph**
- **Level Design**
- Javascript
- Redux
- UI/UX
- **Technical leadership**
- **Empathetic communication**
- **VR/XR**
- **C#**
- **ProBuilder**
- **VFX Graph**
- React
- Unit tests
- CSS
- Typescript

Education

2022
Startup School
Y Combinator

2017-Present
Software Engineering |
Game Development | Game Design
Self taught

2006-09
Sydney Institute of Technology
Architectural Technology

Languages

English

Spanish

Italian

Experience

XR/VR Developer | CEO
SOGGY INK GAMES | Sydney   2022- Current

- Developed and designed virtual reality game mechanic prototypes that reflect systems and features.
- Developed interactive visual effects with VFX Graph. In both HDRP (high definition render pipeline) & URP (universal render pipeline), using Vulcan.
- Built unity tooling to automate package library generation templating (to the push of a button), to generate a complete package starter with assembly definitions, package.json, sample assets, licence, versioning, runtime C# scripts, test C# scripts and editor scripts.
- Built unity packaged libraries of shaders, real world height map terrains, visual effects, scenes, particle effects animated ui, signed distance field textures and scripts.
- Integrated playable unity game into React website using compressed WebGL data.
- Implemented third-party plugins and API's, within the Unity game engine including ProBuilder, XR Interaction Toolkit, Oculus XR, Cinemachine, Shader graph, VFX Graph, Particle Effects, Wwise
- Built blender scripts to generate 3D models from 2D icons, to build SDF's textures and build animated visual effects in those shapes
- Designed complex features and systems represented in clear concise game documentation website using Astro, Unity, Tailwind CSS
- Generated implementation plans using Jira for multiple areas of responsibility. Effectively communicated design direction and deliverables across disciplines.
- Implemented strong workflows in version control and package management.
- Designed and implemented a brand identity, vision and mission.
- Developed responsive company website.
- Designed game design values that align with the company's mission.

Software engineer
PEARSON   2020 - 2022

- Lead a team of developers internationally, gaining a significant understanding of what a team needs to succeed, where trust meets competency, to be resilient and adaptable decision makers.
- Applied various design patterns and architectures, using the Node.js/Javascript ecosystem, while working with an intricate code base.
- Developed user interfaces and reusable UI components, complete with unit testing and documentation.
- Introduced and implemented agile workflows to international team.
- Bridged gaps in communication, organized and managed frontend chapter weekly which facilitated knowledge sharing for all engineers across various teams globally.

Leading while learning from my extremely talented peers I was able to author several greenfield projects, as well as work autonomously on existing projects.

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Experience

Frontend Platform engineer
SMART SPARROW   2018 - 2020

- Built and developed a greenfield adaptive learning system from the ground up.
- Developed user interfaces and reusable UI components and plugins complete with unit testing and documentation.
- Built editable rich text user interfaces using Slatejs
- Integrated third-party plugins and API's.
- Built plugins in vanilla js, React, and other Javascript frameworks, Three.js, styling in plain css and css in js such as emotion and styled components, to best fit requirements
- Collaborated closely with designers and the engineering team to develop solutions and adhere to designs.
- Built services, libraries and packages required as the platforms grew
- Built internal documentation apps, confluence documentation and ui documentation using storybook js
- Built various SPA's using react and gatsby, leveraging our own and external API's
- Applied strong workflow systems in agile, version control and code review.

Building and learning quickly alongside a talented team I was able to get my hands on interesting projects and develop solutions with a supportive team that valued everyone's input.

Recent Courses & Events

- Hard Parts of AI: Neura Networks (FrontendMasters)
- **AI Agent**: From Prototype to Production (FrontendMasters) - used Hugging Face library to build agents
- Build an **AI Agent** from Scratch (FrontendMasters)
- **GDC 2024** San Francisco (Game Developers Conference)
- Practical Guide to Python (FrontendMasters)
- The Hars Parts of UI Development (FrontendMasters)
- Javascript: The Hard Parts, v2 (FrontendMasters)
- Javascript Design Patterns for Web Apps (FrontendMasters)
- The Hard Parts of Servers & Node.js (FrontendMasters)
- YC Startup School 2022
- Blackbird Giants
- Road to the Metaverse (Unity workshops in AR and VR spread over a year) 2022
- Played around with 8th Wall studio - animated glb files in adobe (the noma sculpture man doing the twist) and scripted animation ts files to view in real world (today for fun)

References   Available upon request

PORTFOLIO
https://ian-araya.netlify.app

PROFESSIONAL ENDORSEMENTS
https://anaizing.github.io/web-resume/