Amon Ferri

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Education

Dartmouth College / Hanover, NH   B.A. Expected: June 2023
· Major: Computer Science, Minor: Digital Art, GPA: 3.96
· Rufus Choate Scholar 2019-2020, reserved for top 5% of the class, 5 Citations from faculty recognizing "unusual talent, dependability, initiative, or resourcefulness"
· Relevant Coursework: AR and VR Design, Computer Security and Privacy, Foundations of Digital Design, Software Design & Implementation, 3D Digital Modeling, Computer Animation, Algorithms, Foundations of Applied CS, Physical Computing, Full-Stack Web Development, Machine Learning & Statistical Analysis

Experience

Software Engineer, Intern / Meta / NYC   Summer 2022
· Worked with Facebook Reality Labs team focusing on augmented and virtual reality projects.
· Built an Android app to manage, integrate, and launch AR software.
· Followed scrum methodology, worked with various teams to incorporate their projects and feedback.
· Used Kotlin, Android Studio, and Buck, as well as Python and Javascript to create companion scripts and APIs.

AR/VR Lead, Dev Mentor, & Developer / DALI Lab / Dartmouth   Fall 2019—Present
· DALI Lab is an innovative startup-like experiential learning program where students work in teams to build technology that changes behavior, enhances understanding, and even creates delight
· Overseeing the AR/VR design and development process at the lab, building curriculum and onboarding for VR team members, organizing and providing mentorship, and sourcing projects for the lab.
· Developing Anivision, a virtual reality app that lets users explore and compare their experiences to those of animals with extreme adaptations, like the tarsier's night-vision or the honey bee's ultraviolet sight

Developer & Researcher / SILvr / Dartmouth   Winter 2021—Present
· SILvr is a persistent, online, multi-user VR environment used for experiments with social interaction technology in XR
· Developing behavior for virtual avatars
· Researching the impact of synthetic and predictive movement of avatars on communication in VR

Teaching Assistant / AR and VR Design and Development / Dartmouth   Winter 2021
· Hands-on project-based course that exposes students to the aesthetic, technical, and societal issues surrounding the emerging frontiers of digitally mediated realities

Skills

· C, C#, Lua, Kotlin, Java, Python, HTML/CSS, Javascript, React, Unity, LÖVE, GLSL, Android Studio, Buck, GitHub, Adobe Photoshop, Autodesk Maya, Substance Painter

Selected Projects

ODDMOUNT Protocol / github.com/Arkendorf/ODDMOUNT-Protocol
· VR mech-piloting game where you must defeat enemies by manipulating a tactile control system of levers and switches.
· Built from scratch in Unity. Modeled, rigged, and textured all models with Autodesk Maya and Substance Painter.

Probending VR / github.com/Arkendorf/Pro-bending-VR
· Networked multiplayer VR game inspired by a fictional sport, in which 2 teams lob fireballs at each other
· Coded various systems using C#, the Unity game engine, and the Photon networking package
· Learned to build, rig, and animate models in Autodesk Maya to create graphical assets

Supply and Demand / arkendorf.itch.io/supply-demand
· Sci-fi tower defense game created for the 2019 Yogscast Game Jam on itch.io, 14th place out of 341 entries
· Created the entire codebase using Lua and the LÖVE game engine, created all graphical assets