

# 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, multi-user VR environment used for experiments with social interaction technology in XR.
- Developing customization and 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

Full Portfolio: [www.amon.us](http://www.amon.us)

### ODDMOUNT Protocol | [amon.us/portfolio/oddmount](http://amon.us/portfolio/oddmount)

- VR mech-piloting game where you 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 | [amon.us/portfolio/probending](http://amon.us/portfolio/probending)

- 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 | [amon.us/portfolio/supplydemand](http://amon.us/portfolio/supplydemand)

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