ARYEH MISCHEL

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SUMMARY

Software Developer and XR Specialist with hands-on experience delivering immersive VR/AR solutions. Adept at full-stack development and game development with a focus on Unity and WebXR.

SKILLS & ABILITIES

Programming Languages: C#, JavaScript, SQL, GLSL, HLSL

Front End Web Development: ThreeJS, A-Frame, WebXR, Webflow, WebGL

Back End Development: NodeJS, Express

Game Development: Unity (2D/3D), 3D Math, URP, Shader Graph, Unity mecanim animation system, XR Interaction Toolkit, Oculus Integration, SteamVR, autohands, hurricane, and more.

Databases: MS SQL, MySQL

Cloud: AWS Cloud Services

Tools: Git, Docker, Figma, Blender, Gimp

EXPERIENCE

FREELANCER UPWORK.COM
UPWORK PROFILE
2021-2022
UNITY 3D Freelancer - Completed five projects for clients on Upwork, including:
• Developing precise hand interactions with animations for a VR FPS game.
• Worked on a difficualt feature bug for a mobile chess game nearing it's release.

HOOLDUS CONNECT
SEPTEMBER 2020 –NOVEMBER 2021

Freelance Unity Developer – Hooldus Connect is a VR Startup attempting to detect early signs of ADHD through data collection in games. Over a three-month contract, I built out a full VR game. This game was their MVP, and successfully secured them their initial funding.

DILIGENT SYSTEMS
JUNE 2019 – JANUARY 2020

SQL Internship - Shadowed Database Administrator and helped with daily tasks. Learned SQL, MS SQL, database design, stored procedures, backup & restore, and much more.

INTERESTS

XR Development, Game Design, 3D Scanning, Motion Capture, Haptics, Interactive Media, Chess, Music