Ashley Weis *Senior Unity Developer/Full Stack Engineer*

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Skills

Software/Tools:	Production:	Technologies/Frameworks:	Languages:
Unity, AR Core, XR Toolkit, Unity Assets, Blender, Ready Player Me, Adobe, Photon Fusion, Figma, Slack, Atlassian	AR/VR, 2D/3D, Mobile, Software Architecture, Sound Design, Debugging, Profiling, Rigging, Agile, PlasticSCM	Visual Studio, Anaconda, JSON, Android Studio, Xcode, GitHub, Gitlab, Fork, OpenCV, REST API, Websockets, Addressables	C#, Python, HTML, Swift, Node.js, Java, SQL, CSS **Cloud** AWS, Firebase, Azure

Experience

Unity XR Developer - Contract, *Craft XR*   (July 2024 – Dec 2024)
- Designed and implemented AI-driven NPC conversation systems in Unity for immersive VR medical training simulations.
- Leveraged VRIK to implement full-body tracking, integrating a real-time avatar customization system that enables users to dynamically and interactively personalize their avatars.
- Built a system for uploading 3D models via a web portal to dynamically populate Unity environments using grid-based data.

Freelance Game Programmer, *Midnight Paw Studios* 🔗   (Sep 2024 – Nov 2024)
- Resolved bugs and optimized performance for a cross-platform game, integrating cloud saves, and steam achievements.
- Deployed for macOS, Windows, and Linux. Published both demo and final release on Steam.

Senior Unity Developer – Part-Time, *Cloakfield Technologies* 🔗   (Feb 2024 – Present)
- Established an iOS AR app for situational awareness, employing camera integration to animate a human rig.
- Collaborated with the machine learning backend team to implement a variety of new features.
- Led a remote team using agile methodologies to streamline the Git workflow and ensure clean, reusable code.

Unity Game Programmer, *Pawfect Match* 🔗   (May 2024 – July)
- Created an engaging match-3 game featuring level progression, an endless map, rewarding gameplay, in-game coin/life shops, powerups, game modes, daily rewards, easily modifiable levels, and seamless Unity ads integration.

Senior Unity Developer, *Real Meta* 🔗   (May 2023 – Jun 2024)
- Crafted an app for Cardboard VR and mobile (Android/iOS) with joystick and touch support.
- Coordinated with backend engineers to integrate real-time multilingual multimedia publishing via REST API/SQL
- Utilized Photon Fusion to create a mobile in-game chat system and added multiplayer functionality.
- Enhanced the immersive experience by optimizing lighting and implementing occlusion culling, allowing users to explore an accurate replica of the Confederation Centre of Arts on mobile and VR platforms.
- Engineered a multiplayer voice chat version of the app for Meta Quest, integrating Meta Quest avatars and successfully publishing the app to the Meta Quest Store and SideQuest.

Advisory Committee Member, *Unity Technologies* 🔗   (July 2023 – Sept 2023)
- Conducted a thorough review of Unity's framework documents and actively collaborated with an international remote team to provide valuable feedback, contributing to the enhancement of Unity's XR education program.

Lead Unity XR Developer, *Kore Meta* 🔗   (Dec 2022 – May 2023)
- Developed a Virtual Reality application for Steam, teaching Korean Alphabet and cooking, featuring programmed UI interaction, food interaction and score management. Crafted and integrated a custom laser gun ray cast UI interaction.

Other Achievements

Music Producer/Artist, *Biawanna* 🔗   (Jan 2015 - Present)
- Sync licensed music for popular Netflix shows like Tiny Pretty Things, Snowpiercer and the film Stellar.

Education

Unity Game Developer Bootcamp
UBC in Partnership with Circuit Stream (Oct 2022 – Apr 2023)

Certified XR Developer
UBC in Partnership with Circuit Stream (July 2022 – Oct 2022)

Unity Certified Associate Programmer
Vancouver, Canada (Nov 2022)

C# Scripting Fundamentals in Unity
UBC in Partnership with Circuit Stream (Aug 2022)