

Ashley Weis *Unity Developer*

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Skills

Software/Tools:	Production:	Technologies/Frameworks:	Languages:
Unity, Vuforia, AR Core, AR Kit, 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, PyCharm, Android Studio, Xcode, Git, Gitlab, Fork, OpenCV, REST API, Websockets, Addressables	C#, Python, HTML, Swift, Node.js, Java Cloud AWS, Firebase, Azure

Experience

- Unity XR Developer - Contract**, *Craft XR* (July 2024 – Present)
- Developed a VR application for medical training simulations, utilizing full-body tracking (VRIK) and procedural asset loading.
 - Integrated AI chatbots for continuous conversations, training users for real-world medical scenarios.
- Freelance Game Programmer - Contract**, *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.
- Unity Developer – Part-Time**, *Cloakfield Technologies* (Feb 2024 – Dec 2024)
- 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.
 - Orchestrated a remote team, utilizing agile methodologies and Atlassian tools to prioritize tasks and streamline the Git workflow for optimal efficiency, while maintaining clean and reusable code.
 - Python, Node.js to create a server and communication between the camera and unity.
- 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.
- 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 using 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) Unity Certified Associate Programmer Vancouver, Canada (Nov 2022)	Certified XR Developer UBC in Partnership with Circuit Stream (July 2022 – Oct 2022) C# Scripting Fundamentals in Unity UBC in Partnership with Circuit Stream (Aug 2022)
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