

# Phashe Brusley Masemola

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## Summary

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I'm an Emerging Technology Developer with a passion for pushing the boundaries of XR, software engineering, and backend infrastructure. In my current role as a Lead Developer, I guide my team to build immersive applications while ensuring smooth workflows and clear communication between developers, designers, and project leads. Beyond XR, I've been diving into server management—helping set up a Unity WebGL hosting server with Nginx and experimenting with SSL configurations. I thrive in Agile environments, making sure that our team not only delivers on time but also follows the right logic to build meaningful applications. I enjoy mentoring, leading technical workshops, and constantly learning new technologies to stay ahead in this ever-evolving field.

## Key Skills & Technologies

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- Programming: C# (Unity), Python, JavaScript
- Game & XR Development: Unity (VR/AR/MR), Meta All-in-One SDK, UI Toolkit, VRTK4
- Backend & Server Management: Nginx, Reverse Proxy, RESTful APIs, MySQL, Server Hosting
- Agile & CI/CD: Azure DevOps, Git, Jira, CI/CD Pipelines
- Leadership & Collaboration: Team Management, Agile Development, Technical Workshops

## Experience

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### The Boilerroom | Randburg, JHB

#### Lead Developer | 04/2024 - Present

- Lead a development team, including at least one developer and a 3D asset creator.
- Oversee project architecture, ensuring optimal performance and scalability.
- Assisted in setting up and configuring a Unity WebGL hosting server using Nginx reverse proxy.
- Experimented with self-served SSLs for secure server connections.
- Liaise with storyboard writers, project managers, and team leads to align technical execution with project goals.
- Implement Agile methodologies, ensuring clear communication and structured development workflows.
- Conduct workshops and knowledge-sharing sessions on Unity development best practices.

### Sozolabs | Stellenbosch, WC

#### Junior Unity Developer | 07/2022 - 04/2024

- Worked in an Agile environment with 2-week sprints, using Jira for task management.
- Developed RESTful APIs (C# code-first) and integrated MySQL databases with Unity projects.
- Set up Unity Cloud Builds for automated deployment.
- Optimized Unity applications for performance using Unity Profiler.
- Led and contributed to multiple projects, including:
  - **Protea Japan Work Active:** Implemented localization, chat functionality, and gamification.
  - **TVR:** Performance optimizations for VR applications.
  - **Putt n Play (AR Project):** UI development using Unity UI Toolkit and API integration.

### SASIMIT | Sandton, Johannesburg

#### Freelance Unity Developer | 04/2023 - 01/2024

- Set up a hospital simulation project on Git and structured its development pipeline.
- Worked closely with interns, mentoring them in VR development using VRTK4.
- Developed a CPR simulation, implementing real-time force and pacing calculations based on medical guidelines.
- Used Unity's optimization strategies to optimize performance for VR.

### Imagistix Technologies | Centurion, PTA

#### Intern Unity Developer | 10/2021 - 07/2022

- Developed a firearms training simulation using Unity and Raspberry Pi for laser tracking.
- Integrated UDP-based data transmission between Raspberry Pi and Unity.
- Designed immersive training environments and implemented scoring systems.

## Skills

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Game & XR Development: Unity (VR/AR/MR), UI Toolkit, VRTK4, C# (Unity), Python, JavaScript, Nginx, Reverse Proxy, RESTful APIs, MySQL, Server Hosting, Azure DevOps, Git, Jira, CI/CD Pipelines

## Education

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**Tshwane University of Technology | soshanguve, PTA**  
**ICT | 09/2022**

Graduated and obtained my National Diploma in information and Communication Technology specializing in Computer systems engineering

## Certificates

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UNITY CERTIFIED USER : VR Developer, Programmer, Artist , VR Specialist