

ANDI WIJAYA

AR/VR Software Engineer

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SUMMARY

Dynamic AR/VR software engineer with 5 years of experience in developing immersive applications. Proficient in Unity3D, Vuforia, and Oculus SDK. Skilled in 3D modeling, animation, and user interface design. Dedicated to pushing the boundaries of technology to create captivating AR/VR experiences.

EXPERIENCE

PT VirtualTech - Jakarta, Indonesia

AR/VR Software Engineer (July 2017 - Present)

- Developed AR/VR applications for various industries, including gaming, education, and marketing, using Unity3D and Vuforia.
- Implemented advanced features such as object recognition, image tracking, and spatial mapping to enhance user interaction in AR applications.
- Collaborated with cross-functional teams to define project requirements, prototype concepts, and deliver high-quality AR/VR solutions.

PT TechInnovate - Jakarta, Indonesia

Junior AR/VR Developer (May 2015 - June 2017)

- Assisted in the development of AR/VR applications, focusing on 3D asset creation, animation, and user interface design using Unity3D.
- Conducted testing and debugging to ensure optimal performance and user experience across different AR/VR platforms..
- Contributed to brainstorming sessions and provided creative input for new AR/VR projects, exploring innovative ideas and technologies.

EDUCATION

UNIVERSITAS GAJAH MADA (2011 - 2015)

Bachelor of Computer Science - GPA 3.6

CERTIFICATIONS

- Unity Certified Developer
- Vuforia Certified Developer
- Oculus VR Developer Certification

SKILLS

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| <ul style="list-style-type: none">Unity3DVuforiaOculus SDK | <ul style="list-style-type: none">3D modelingAnimationUser interface design |
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