

Joseph Lang

Unity XR Developer

Highly skilled Unity XR Developer with over a decade of experience in coding and team leadership roles. A proven track record in organizing and developing high-quality projects within deadlines.

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Beacon, NY - Remote

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WORK EXPERIENCE

Engines Plugin Lead

Leia Inc

07/2019 - 03/2024

Light Up Life

Achievements/Tasks

- **Team Lead:** Managed 3 Unity plugin developers, and implemented organizational goals into milestones and timelines.
- **Unity:** Built support for Post Processing, URP, & HDRP; created editor extensions for auto-tuning player settings.
- **Unreal:** Built release pipeline, added UE5 support.
- **Company Merger:** Lead development of a single plugin that can work seamlessly with both Windows and Android APIs, as a crucial part of the company merger.
- **Simplified Architecture:** Unity plugin's core logic restructured from 30+ to 8 classes.
- **Partner Relations:** Served as the primary contact for industry partners and the developer community.

Founder / Developer

Gamehearts LLC

07/2016 - 07/2019

Game and XR development

Clients / Achievements

- **Mahalo Digital:** Built AR Stamp Card for Dell Technologies World Expo in Las Vegas.
- **Valeo:** Successfully brought VR teleportation experience from technical demo with rough edges to polished presentation in 5 weeks.
- **Lucile Packard Children's Hospital:** Led teams of artists and voice actors to develop anesthesia stress reduction games. Featured in NBC and Super Bowl commercials.
- **Sonder:** Created cinematic pipeline tools for one of the first Unity animated short films.

Content Solutions Developer

Stanford University Dept. of Clinical Anatomy

10/2013 - 07/2016

Achievements/Tasks

- **Inside Rodin's Hands:** Created holographic art exhibit. Featured on Jazeera America.
- **Inside Human Body:** Created 4 interactive VR lectures.
- Ported IOS educational app to Windows, ZSpace, and Oculus.
- Led ongoing efforts to shift clinical anatomy content from textbooks to interactive digital media, including AR & VR.



SKILLS

Unity 3D

C#

C++

CICD

System Architecture

Team Leadership

UI / UX

Unreal

Prototyping

Client Relations

UML



AWARDS

Oculus Launchpad 2018 Winner: NeuroExplorer VR

Microsoft Holohacks 2016: 2nd Place - Connect 4

High Fidelity Hackathon 2016: 2nd Place - Attack/Titan

Google Tango Challenge 2015 : Most Useful - Dino Labs

Z-Space App Challenge 2013: Winner - Escape!



PERSONAL PROJECTS

Newburgh Armory Unity Center (07/2021 - Present)

- Teach game and VR development to middle schoolers in underserved community of Newburgh, NY

VR Conflict Resolution Tools (11/2018 - 07/2019)

- Longitudinal study with Mars Academy USA on conflict resolution VR training for people living and working in isolated environments

What I See (04/2018 - 10/2018)

- Developed VR empathy tool exploring body dysmorphia

SFVR, SVVR, XR Edu, VR Odyssey (06/2016 - 07/2019)

- Managed 20+ VR events in Bay Area

Blaze Of Trust Project (09/2016 - 09/2017)

- Lead VR developer, exploring vulnerability and trust with a mixture of virtual reality and interactive exercises



EDUCATION

Bachelors

DeVry University - Bachelor's Degree

07/2009 - 07/2012

Game and Simulation Programming