# 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

heyjoelang.net

## 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

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*