



Haehl Jack

XR Developer



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Tempe, Arizona

Social

JackHaehl.github.io

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Other Skills and Technologies

- Rapid Prototyping
- Networking - Unity NGO, Photon
- WebXR - 8th Wall
- Embedded Programming - C++
- Robotic Control Systems
- Machine Learning - TensorFlow
- Shader Programming - HLSL
- Databases - Firebase, MySQL
- Interaction Design
- UI/UX Design and Prototyping
- Java
- Data Visualization
- 3D Modeling - 3ds Max, Fusion 360

Awards

Best AR/VR Hack - Sunhacks ASU Hackathon

Overall Winner - United Game Jam
Runner Up - Niantic VPS for Web Challenge

Third Place Alliance - FIRST Robotics Competition World Championships

Hobbies



Painting



Hiking



Comedy



Game Dev

EXPERIENCE

Freelance XR Developer

Self-Employed

Aug. 2023 - Present

Developed AR and VR applications for various business and research projects. Collaborated with clients to understand objectives and gather requirements to craft a timeline that ensures on-time delivery and high quality. Utilized XR technologies to create innovative solutions. Demonstrated strong customer service skills, enhancing client satisfaction and retention.

Reality Lab Intern

PTC

Jun. 2022 - Aug. 2022

Conducted an independent research project. Prototyped novel interaction methods for Augmented Reality Human-Robot Interaction using Hololens hand tracking. Applied UX principles to evaluate original design prototypes.

Research Developer

SciHub - Arizona State University

Jul. 2020 - Jun. 2022

Harnessed augmented and virtual reality technologies to deliver immersive physics lessons to students. Created a novel educational technology device and managed deployment initiatives. Led an interdisciplinary team of 4 to collaborate and utilize unique strengths of team members.

XR Creative Developer

Next Lab - Arizona State University

May. 2021 - Feb. 2022

Enhanced virtual reality experiences for planetary science courses at ASU. Spearheaded novel and innovative haptic interfaces for virtual reality devices. Worked in an interdisciplinary team, conducted agile sprints with engineers, animators, artists, etc.

Computer Science Instructor

ID Tech Camps

May. 2020 - Nov. 2020, Jan. 2024 - Present

Taught students aged 7-15 programming frameworks and disciplines such as Unity, Roblox, C#, C++, Lua, etc. Created diverse, inventive, and personalized lesson plans to serve to each student. Guided students with no prior knowledge to complete fully realized games.

EDUCATION

B.S Computer Science, Minor Physics

Certificate, Computer Gaming

Barrett, The Honors College, Arizona State University

2024, Tempe, Arizona

CORE SKILLS



C#



Unity



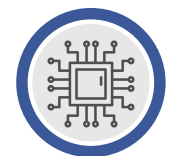
AR / VR Design



Adobe Suite



Python



Sensor Integration