

Haehl Jack XR Specialist



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## **Portfolio**

JackHaehl.github.io linkedin.com/in/JackHaehl

## Other Skills/Technologies

- XR Interactions XRI/MRTK/Meta SDK
- Mobile AR ARCore/ARKit/Vuforia
- WebXR 8thWall/three.js
- Photogrammetry & Gaussian Splatting
- GIS Data Analysis **QGIS**
- 3D Data Visualization Pipelines
- Networking Unity Netcode/Photon
- Multithreaded / Parallel Programming
- SOA & REST APIs C#
- Embedded Programming C++
- Hardware Prototyping **ESP32**
- ML Training/Deployment Tensorflow
- LLM & Al API Integration OpenAl
- UI/UX Design, Prototyping, Research
- Technical Leadership & Client Comms

#### **Awards**

**#1 Project** - ASU Senior

Capstone Showcase

Best AR/VR Hack - Sunhacks

Hackathon

Overall Winner - United Game

Runner Up - Niantic VPS for Web

Challenge

Third Place Alliance - FIRST

Robotics World Championships

#### **Hobbies**



#### **EXPERIENCE**

## **Lead VR Developer - Applications & Systems**

Digital Discovery Initiative - Arizona State University

Aug. 2024 - Present

Led 7 Unity/C# devs building VR design-evaluation & mission-planning tools for a next-generation lunar surface vehicle, shipping weekly demos to partners.

DEMs, GIS layers, and photogrammetry splats into cm-accurate lunar landscapes. Re-created Apollo 17 and candidate Artemis sites and advised partners on capture

## Lead AR Developer - Research & Prototyping

SciHub - Arizona State University

Sep. 2020 - Jun. 2022

sole hardware, firmware, and Unity developer under Nobel-laureate mentorship. Engineered an ESP32 to Unity bridge and directed EE + industrial-design partners to ship working prototypes, demoed to faculty and students for future research use.

## XR Creative Developer - Haptics

Next Lab - Arizona State University

Built a Unity VR "Mars Rover" module for Dreamscape Pods with a cross-disciplinary team, syncing haptic cues to launch, landing, and ops for 300+ students.

Co-invented "PneuTouch," a wrist-worn haptic interface that shapeshifts for grasp feedback in VR utilizing an ESP32; co-authored a CHI '22 paper on its haptic realism.

#### Freelance XR Developer

Latent Vision Labs LLC, Self-Employed

Aug. 2023 - Present

Closed and managed XR contracts end-to-end, handling all client communications.

Shipped two Quest 3 titles including an AR Dementia visualizer now used in caregiver training. Built a HoloLens-2 research prototype and an Al-driven Quest 3 MR Avatar (OpenAI + TTS)

# Reality Lab Intern - AR/HCI

PTC

Jun. 2022 - Aug. 2022

Built a HoloLens-2 AR toolkit for tele-operated robots, Unity + MRTK app that incorporates live LiDAR and other sensor data into spatial guidance overlays.

Leveraged UX and HCI principles to invent spatial cues that lower operator cognitive load and reduce obstacle collisions during AGV / robotic arm demos for R&D leadership.

## **Computer Science Instructor**

**ID Tech Camps** 

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

Taught 1-on-1 game-dev to ages 7–15, pivoting between Unity, Roblox,, C++, and more. Live-built mini-games and spun up custom lessons on the fly, adapting to each student.

#### **EDUCATION**

**B.S Computer Science**, Certificate, Computer Gaming

Arizona State University, Dec. 2024

#### **CORE SKILLS**





Prototyping







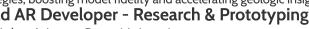
Interaction Design

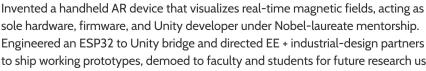


LŶÌ

Architected a QGIS + Python digital-twin pipeline that fuses rover LiDAR, satellite

strategies, boosting model fidelity and accelerating geologic insight.







May. 2021 - Feb. 2022