
Relevant Skills

Software	Unity 3D/2D: Core, Unity Collab, Photon Networking Unity SDKs: Oculus, Google Daydream, Windows MixedReality Other Software: JIRA, Git, Maya, Android Studio, VSCode, ShaderLab
Coding	Professionally Fluent in C#, including OOP practices Familiar With: Java, C++, Swift

Professional Experience

Jul 2018 – Present	Unity Developer – LumiereVR <ul style="list-style-type: none">Managed project deployment on-site, staff training, and hardware installation.Responsible for rapid-prototyping of VR Experiences, including game mechanics, environmental design, and object interaction (Unity, C#).Produced all UI elements and interactions for both VR, and 2D experiences.Programmed a reusable 6DoF locomotion controller for navigating large-scale virtual environments in a limited physical play area.Developed Android Plugins to manage asset bundle-loading, as well as application launch and termination (Java, Android Studio).Constructed assets for a variety of VR experiences including: animation, state, and audio-frequency controllers, as well as procedurally generated environments.
Jul 2017 – Jan 2018	Intern Developer – Liftlock Studios <ul style="list-style-type: none">Designed and implemented UI Interface components.Developed interactive environmental objects synchronized across the game network.Produced both Design and Technical Documentation, keeping our team aligned on work done.

Select Project Experience

Aug 2018 – Present	Developer & On-Site Manager - VR Theatre, Madison Square Garden <ul style="list-style-type: none">Developed three separate applications to support massive parallel VR experiences in a theatre setting, with Madison Square Garden in NYC.<ul style="list-style-type: none">Server App: Supports 50 parallel connections with headset hardware, as well as theatre-level state-management, for the connected devices.Admin Client: Unity2D tablet-based application for controlling server state, and real-time monitoring of hardware status by the theatre staff.Headset Client: Unity3D application that receives commands from server to engage and synchronise VR experiences, and provide client status updates.Responsible for on-site deployment of VR software on 250+ devices at MSG, training of 20+ staff, hardware & software support, as well as post-launch software updates.
Apr 2019 – Jun 2019	Unity Developer – VR Game, Candyland Massacre <ul style="list-style-type: none">Led development of 6DoF low-poly-FPS game for Oculus Quest & Google Daydream.Designed and implemented NPC motion mechanics and pathfinding.Developed game-state management system.Collaborated with technical artist to create character, NPC, and environmental assets.

Education

Jan 2016 – Nov 2017	TriOs College Diploma Program – Video Game Design and Development
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