

LUCAS M REYNA

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EDUCATION

California Polytechnic State University

Bachelor of Science in Computer Engineering

Cumulative GPA: 3.9, *Summa Cum Laude*

San Luis Obispo, California

June 2023

EXPERIENCE

Niantic, Inc

Software Engineer L4

Software Engineer L3

San Francisco, California

February 2025 - Present

June 2023 - January 2025

- Engineered core native tooling for Gaussian Splat viewer on Quest 3 and Web
- Led infrastructure integration to support Niantic's AR tools on the MagicLeap 2 headset
- Contributed to major public facing computer vision APIs for Niantic's Enterprise AR platform
- Built internal performance testing tools to reliably detect regressions

Cal Poly College of Liberal Arts: Ocean Sight One Project

Student Software Developer

San Luis Obispo, California

January 2023 - June 2023

- Developed AR and VR experiences using the XR Toolkit and Niantic's ARDK
- Delivered full-scale interactive and optimized experiences to educate the public on California's oil rig reef ecology
- Analyzed user testing data to improve engagement and usability
- Provided comprehensive program documentation to support future student developers in expanding the project

Niantic, Inc

Software Engineer Intern

San Francisco, California

June 2022 - September 2022

- Developed automated and application-based test tooling in Unity
- Collected and compiled performance data for contemporary Augmented Reality features
- Collaborated with cross-functional teams to consolidate requirements
- Reduced developer and QA time for location based Augmented Reality experiences

SKILLS

- Project tracking using Agile, JIRA, and Confluence
- Programming in C++, Typescript, C#, and Python
- Deploy and debug on Android, different XR HMDs, and iOS
- Rendering experience for WebGL, OpenGL, WebGPU, and Unity
- Creating Build Pipelines and Automations for Jenkins, Gitlab, and Github