

# SHAWN HIRSCHFELD

Senior Unity Developer

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## SUMMARY

Unity Developer Game Programmer XR/AR/VR Specialist Passionate and results-driven Unity Developer with 7+ years of professional experience building interactive games, simulations, and XR experiences. Skilled in designing gameplay systems, optimizing performance, and collaborating with crossfunctional teams to deliver polished and scalable Unity-based applications. Adept with C#, Unity3D, Unreal Engine (Blueprints), AR/VR, and third-party SDKs.

## EXPERIENCE

### 06/2020 - 11/2024    ●    Senior Unity Developer

Toronto, ON

#### PixelForge Studios

Company Description

- Led development of a cross-platform multiplayer game (iOS, Android, WebGL) using Unity and Photon
- Implemented procedural generation for levels, reducing asset load time by 40%
- Built AR educational experience for iOS/Android using Unity + AR Foundation
- Worked closely with UI/UX designers to deliver polished gameplay and interfaces
- Integrated Firebase for user authentication, cloud save, and analytics

### 05/2017 - 05/2020    ●    Unity Developer

Montreal, QC

#### Arcade North Interactive

Company Description

- Developed a VR medical simulation app used in Canadian healthcare training programs
- Optimized rendering pipeline to ensure 90+ FPS on Oculus and HTC Vive
- Created interactive UI elements and physics-driven tools using Unity's XR Toolkit
- Built localization system supporting 6 languages for international clients

### 2015 - 2017    ●    Junior Game Developer

Remote

#### Indie Contract Work

Company Description

- Designed and shipped 4 small indie games on itch.io and Google Play Store
- Built real-time multiplayer logic using Unity Networking (UNET)
- Customized character controllers, UI systems, and animation state machines

## EDUCATION

### 2011 - 2015    ●    Bachelor of Computer Science

University of British Columbia

## SKILLS

C#	C++	JavaScript	Python	Unity3D	Unreal Engine 5	Blender	Git	Photon	Firebase	PlayFab
PC	iOS	Android	WebGL	Oculus	Quest	HTC Vive	XR Interaction Toolkit	AR Foundation	Vuforia	
OpenXR	DOTS	Unity ECS	Shader Graph	AI/ML for games	Procedural Generation	Agile/Scrum				
Your Skill										

## LANGUAGES


English  
Native




Chinese  
Beginner



## KEY ACHIEVEMENTS

 **ARStory**

Interactive AR storytelling app for kids, featured in TechTO Startup Showcase

 **SkyForge Tactics**

A 3D tactical shooter for PC with over 50K downloads on Steam