

Robert Michels

Software Developer & Designer

Surrey, BC, Canada

rmichels.com

hi@rmichels.com

[\(604\) 726-9625](tel:(604)726-9625)

linkedin.com/in/robert-michels

WORK EXPERIENCE

Outlier, Remote — AI Trainer

October 2024 - present, Flexible Contract

- Optimized LLMs through expert prompt design and detailed response feedback.

Clirio, Vancouver — Mixed Reality Software Developer

May 2021 - March 2024, Fulltime

Clirio offers GIS inspection, documentation, and collaboration in 3D and XR.

- Developed core features of the Clirio View app suite in C# and Unity, with Azure backend. Features include [Scan Views](#), 3D map visualization, and workspace management.
- Built cross-platform UX/UI architecture supporting 6 platforms and AR, VR, MR, and 3D.
- Updated networked sessions code to support new features, added collaborative mode.
- Engaged with clients to tailor custom apps and features, supported CI/CD and QA.
- Collaborated with engineers to process and support visualization of complex datasets including LiDAR subsurface scans, various types of boreholes, and drone imagery.
- Led development of [Scan Shares](#) and [Clirio Cloud](#), using ASP.NET Blazor and Three.js.
- Applied UX/UI design skills for iterative prototyping of features in the Clirio product suite.

Sommer Antriebs- und Funktechnik, Germany — Game Developer

November 2015 - December 2015, Internship

- Created a marketing mini-game using Blender GE and Python, with Xbox Kinect as input.

PROJECTS

Tourguide — Full-Stack Flutter Developer

2024, Personal Project

[Tourguide](#) is a Flutter app providing tours with navigation, information, and an AI tour guide.

- Designed UX/UI in [Figma](#), implemented in Flutter, utilizing Firebase and Google API.
- Published [web app](#) to Firebase Hosting, [Android app](#) to Google Play, CI/CD with [GitHub](#).
- Developed and published the google_maps_custom_marker package to [pub.dev](#).
- Structured back-end, created various cloud functions, added analytics, authentication, etc.

Future Earth — VR Game Developer

September 2020 - December 2020, Simon Fraser University

[Future Earth](#) is a VR Unity game, with a mix of combat and economy tree-growing mechanics.

- Led a team of 4, planned and programmed VR interactions with UI and game mechanics.
- Increased frame rate by 80% by optimizing vfx, lighting, geometry, and code.
- Won best project in class, achieved 3,000+ downloads and 4 star rating on [Sidequest](#).

Amae — UX / UI Designer

May 2020 - August 2020, Simon Fraser University

[Amae](#) is an interactive Figma UI prototype and product design or a parenting app.

- Led a team of 5 designers, designed the UX and UI with a user-goal-focused approach.
- Informed design process with personas, flowcharts, wireframes, and user journeys.

SKILLS

Programming Languages:

C#, PHP, Dart, HTML, CSS, Sass, JavaScript, Java, Python

Frameworks:

.NET, ASP.NET, Blazor, Flutter, PUN, Unity XRI, Android, MRTK3, Three.js, D3.js, Tailwind, OAuth

Development Tools:

Unity, Git, Jira, Azure, Firebase, Google Cloud, MySQL, SQLite, CI/CD, Fastlane, GitHub Actions

Design:

UX/UI, Figma, Adobe CC, IxD, Wireframing, Prototyping, XR

Other:

OOP, MVC, Blender 3D, GIS, CAD, Photogrammetry, Scrum, Agile

EDUCATION

Simon Fraser University — Bachelor of Science

May 2016 - December 2020

Major in Interactive Arts & Technology, concentration in Interactive Systems, 3.1 GPA.

- Interdisciplinary, hands-on and collaborative program.
- Courses taken covered software development, design, and digital arts.
- Awards:** Dean's Honor Roll

LANGUAGES

Fluent:

English, German

Beginner:

Hungarian, French