

Robert Michels

Software Developer & Designer

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WORK EXPERIENCE

Outlier, Remote — AI Trainer

October 2024 - present, Flexible Contract

- Trained multimodal AI models with expert prompt design and response feedback.

Clirio, Vancouver — Mixed Reality Software Developer

May 2021 - March 2024, Fulltime

Clirio's platform 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. Core features developed: [Scan Views](#), 3D map visualization, and workspace management.
- Built cross-platform UX/UI architecture supporting 6 platforms and AR, VR & MR modes.
- Updated networked sessions SignalR and PUN logic for new features and platforms.
- Engaged with clients to tailor custom apps and features, supported CI/CD and QA.
- Collaborated with GIS experts 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 combining combat and tree-growing economics 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 a 4-star rating on [Sidequest](#).

Amae — UX / UI Designer

May 2020 - August 2020, Simon Fraser University

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

- Led a team of 5 designers and designed UX/UI of the nanny and learn screens.
- 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