

Robert Michels

Software Designer & Developer

WORK EXPERIENCE

Clirio, Vancouver — Software Developer

May 2021 - March 2024

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

- Developed core features of the Clirio View app in C# and Unity, including [Scan Views](#), workspace and observation logic and UI, and map visualization.
- Authored 5+ additional tools such as [Scan Shares](#) and [Clirio Cloud](#), using technologies such as Blazor, Three.js, Azure Maps API, and UWP.
- Committed 30% of the total git contributions to the main Clirio View app, and the majority of the contributions to numerous client apps, as well as Clirio Cloud.
- Applied UX/UI design skills for iterative prototyping of features in the Clirio product suite.
- Engaged with clients to build multiple custom apps, including 2 XR safety training apps and GIS apps, and to address client concerns with features in the product suite.

Sommer Antriebs- und Funktechnik, Germany — Game Developer

November 2015 - December 2015

- Interned for 2 months, while conceptualizing and programming a mini-game, to showcase the brand at conferences. Developed using Blender, Python, and Xbox Kinect.

PROJECTS

Future Earth — Game Developer

September 2020 - December 2020, Simon Fraser University

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

- Led a team of 4 designers and developers as the project manager.
- Guided the concept design phase and created multilayered storyboards.
- Designed and programmed VR interactions with UI, and gameplay items.
- Configured lighting, special effects, audio, and the environment.
- Increased frame rate by 80% by optimizing vfx, lighting, geometry, and code.

Harbingers Of Death — Full-Stack Developer

September 2020 - December 2020, Simon Fraser University

[Harbingers Of Death](#) is a LAMP stack website that compiles historic superstitions about death.

- Implemented content pages using MVC pattern, and register-, login- and account modals.
- Collaborated in the development of the homepage, search, and filters using AJAX.
- Planned MySQL database structure, and set up backend interface.

Amae — UX / UI Designer

May 2020 - August 2020, Simon Fraser University

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

- Led a team of 5 designers as the project manager.
- Designed the overall product and UX with a user-goal-focused approach.
- Created artifacts including personas, flowcharts, wireframes, and user journeys.
- Implemented 2 sections of the final high-fidelity mockup (Dashboard & Learn).

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SKILLS

Programming Languages:

C#, HTML5, CSS3, Sass, PHP, JavaScript, Java, Dart

Frameworks:

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

Development Tools:

Unity, Git, Azure, Firebase, MySQL, SQLite, Jira, CI/CD, Android Studio

Design:

UX/UI, Figma, Adobe CC, XR Design, Game Design

Other:

WordPress, Geomapping, CAD, 3D Modelling, Arduino, 3D Printing, Photogrammetry, Scrum, OOP

EDUCATION

Simon Fraser University — Bachelor of Science

May 2016 - December 2020

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

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

LANGUAGES

Fluent:

English, German

Beginner:

Hungarian, French