

Sabarish Gnanamoorthy

I'm a 19 year old Software Engineer who specializes in Virtual Reality, Web Development and Game Design. I've worked with leading Fortune 500 companies to bring VR/AR to the forefront of the software industry.

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Experience

WaypointAR • Founder

January 2019 - August 2021

Built a platform for events, campuses, airport and complexes; allowing users to navigate in these indoor locations using augmented reality. Funded by the Thiel Foundation and Google.

Snapchat • Lens Creator

July 2019 - August 2019

Testing and Development using Lens Studios (platform to create AR experiences within Snapchat).

Dark Slope Studios • VR/AR Research Intern

July 2019 - September 2019

Worked with the team to build AR applications, debug existing games and plugins, and research new emerging technology to integrate into their existing workflow.

Microsoft • Product Development Intern

July 2018 - September 2018

Collaborated with the Azure Machine Learning Team at Microsoft to build a forecasting algorithm to predict future expenditure of Azure Customers. Worked with the Mixed Reality Team to design experiences with the Microsoft HoloLens.

Education

University of Toronto • BSc in Computer Science

2021 - 2025

University of Toronto Schools • High School

2015 - 2021

Skills

C#, C++, React, JavaScript, Python, Swift, HTML & CSS, SQL, Java, Flutter

Tools

Software

Unity, Unreal, Vuforia, ARKit, ARCore, WebXR

Management

Jira, Trello, Confluence

Design

Figma, Photoshop, Sketch, Zeplin