

# James Irei

## Mobile Developer with XR Experience

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[bit.ly/JJIreiPortfolio](https://bit.ly/JJIreiPortfolio)

## Work Experience

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### Senior Software Developer (Remote)

Project Archer - Seattle, WA

April 2020 to Present

- Currently working as an MR/AR developer making applications primarily for Microsoft Hololens 2, NReal, and Magic Leap One
- Duties include creating and maintaining mixed reality design tools to help increase productivity and ease of prototyping for the design team
- Worked to develop reusable packages that could be distributed amongst the teams for usage in the main project, auxiliary systems, or prototypes
- Gained insight into utilizing the core functionality of mixed reality headsets, such as spatial mapping, shared anchors, and sharing experiences in realtime
- Responsible for creating scalable and maintainable code base from scratch
- Experience gained working with large-scale distributed teams

### Lead Unity Developer (Remote)

XR Solutions - Austin, TX

March 2019 to April 2020

- Worked as a cross platform MR/AR developer
- Created custom software on cutting edge Mixed Reality platforms, such as the Magic Leap One, with little guidance and sparse documentation
- Ported software to mobile platforms to run on either wearable or generic Android and iOS devices
- Work required consuming custom REST API services and databases
- Responsible for creating and maintaining scalable, cross-platform codebase to be shared across multiple platforms
- Gained experience working with multiple frameworks, such as Angular, JHipster, and Xamarin
- Built and maintained company distribution platforms, such as the Google Play or iOS App Store

### Android Developer (Remote)

Schur & Associates - San Francisco, CA

August 2018 to April 2019

- Worked with award winning children's book author to create children's toy using a combination of Android and Unity3D
- Created and animated interactive 3D model from client specifications, with custom VFX such as particles, shaders, and cloth
- Integrated lip-syncing plugin with provided voice clips to speak convincingly to user

- Developed a native plugin that allowed user to interact with app via swipe controls, device accelerometer, or through a control button plugged into the headphone jack

### **Unity Software Engineer (Remote)**

Humulo Engineering LLC - Annapolis, MD

August 2018 to March 2019

- Worked as a software engineer for Humulo Engineering LLC creating educational applications for Department of Interior
- Experience gained in SCRUM and AGILE development environments
- Coordinated with client and management to ensure weekly goals were met and were in alignment with project goals
- Worked with plugin and library optimization to ensure a true hybrid WebGL app

### **UI/UX Developer (Remote)**

Rossch Group LLC - Houston, TX

April 2016 to August 2018

- Worked as a Frontend developer for Rossch Group LLC, an aviation solutions company.
- Gained experience using JavaScript libraries for front end development, such as Angular.js and Vue.js.
- Worked with design and wireframing software to rapidly prototype iterations before implementation.
- Fullstack experience also gained with exposure to backend and server side development.

### **Mobile Developer Intern**

WellBee LLC - Washington, DC

August 2015 to June 2016

- Worked as a Mobile Developer for WellBee LLC, a health and mindfulness solutions company.
- Gained fullstack experience working with cross Platform frameworks, as well as crafting platform specific code.
- Worked closely with mentor developers, gaining valuable experience with proper coding and development practices.

## Education

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### **Bachelor's**

George Mason University - Fairfax, VA

August 2007 to May 2014

### **High school or equivalent**

Osan American High School

August 2003 to May 2007

## Skills

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- Android (6 years)
- Virtual Reality (3 years)
- Augmented Reality (5 years)
- Xamarin (3 years)

- iOS Development (5 years)
- Angular 2+ (3 years)
- Unity 3d (8 years)
- Mixed Reality (1 year)
- ARKit/ARCore (5 years)
- Docker (2 years)
- xCode (5 years)
- Git
- User Interface (UI)
- REST
- APIs

## Links

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<https://uncleyobo.github.io/Portfolio/index.html>