

James Irei

Software Developer

Kailua, HI 96734

jjirei.dev@gmail.com

(720)343-9436

bit.ly/JJIreiPortfolio

Work Experience

Lead Unity Developer

XR Solutions - Austin, TX

March 2019 to Present

- Currently working 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

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

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

Freelance Software Developer

Self - Kailua, HI

May 2013 to March 2019

- Worked as a freelance software developer, focused on AR/VR, Data Visualization, and Mobile development.
- Strong working knowledge of the Unity Game Engine and plugins, focused on creating reactive designs with clean and functional code.
- Well-rounded experience working across multiple platforms and operating systems, integrating into existing code and libraries with ease.
- Capable and self-sufficient worker capable of conducting tasks with little to no supervision.

Education

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

- Android (6 years)
- Virtual Reality (3 years)
- Augmented Reality (2 years)
- Xamarin (2 years)
- iOS Development (2 years)
- Java (3 years)
- Javascript (8 years)
- Angular 2+ (3 years)
- Unity 3d (8 years)
- Git (3 years)
- Mixed Reality (1 year)
- ARKit/ARCore (2 years)
- xCode (2 years)
- Docker (1 year)

Links

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