James Irei

Software Developer
Kailua, HI 96734
jjirei.dev@gmail.com
(720)343-9436

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

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)
- MySQL (2 years)
- Mixed Reality (1 year)
- ARKit/ARCore (2 years)
- xCode (2 years)

Links

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