

Unity Developer (Freelance) Unity Developer (Freelance) Unity Developer (Freelance) Redondo Beach, CA Work Experience Unity Developer (Freelance) The Experiential Company December 2018 to March 2019 - Developed Pac-Man style game for use in a touchscreen mall installation - Built support for webcam use, persistent high-score tables, split-screen multiplayer VR Developer Digital Domain January 2016 to December 2018 -Build apps and implement functionality based on mockups and user/client feedback -Developed systems for retrieving and using JSON data, logging usage statistics, and downloading content -Communicating and taking up tasks effectively within a small team

Unity	Projects	Deutsche Telekom	VR
https://www.telekom.de/entertainment/virtual-reality	Cardboard, GearVR, Daydream	Digital Domain	VR
https://vr.digitaldomain.com/	GearVR, Daydream	Viareal	https://viareal.in/
GearVR	Unreal Projects	Incorporated-VR	https://www.syfy.com/incorporated/incorporated-vr
Vive	AR Developer	Funn Magazine	October 2015 to December 2015
-Overseeing development of an AR app using Unity & Vuforia to scan and interact with magazine pages	-Designing and developing interactive content for Android & iOS	Web Developer	American Express
October 2014 to September 2015	-Create web-apps used internally for other developers with Java & Javascript/JQuery	-Keep team server files & SQL database organized and up-to-date with Shell scripts	-Built web program for easy converting between Hexadecimal, EBCDIC, and ASCII
-Training and delegating tasks for new hires	Skills	C#, C++, Html, Javascript, Python, Java, Maya, Xna, Photoshop, Blender	Links
https://pixelcyborg.itch.io	Additional Information	Skills	Languages: Platforms: Other Handy Things:
C# ***** Unity ***** Photoshop ***** Java ***** Unreal ***** Blender *** C++ *** The Web *** Ableton Live *** Javascript/HTML/CSS3 *** XNA * Maya ** Python *			

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