


Adam Dugan

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Summary

Automation Engineer specializing in AI integration and secure cloud architectures. Built scalable software across healthcare, finance, and legal sectors, including HIPAA/GDPR-compliant SaaS platforms, AI-powered automation tools reducing manual work by 90%, and VR applications reaching hundreds of thousands globally. Co-founded Language Lab (acquired 2025).

Technical Skills

Python, Rust, C#, TypeScript, JavaScript, HTML/CSS, React, Next.js, Unity, Selenium, Git, AWS (Amplify, CDK, Lambda, DynamoDB, S3, KMS), Azure, LLMs, Bedrock, Twilio, CI/CD, GitHub Actions, OAuth2

Experience

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| Automation Engineer | Versytech LLC | Aug 2023 – Present |
| <ul style="list-style-type: none">Automated Medicare compliance workflows: reduced form processing time by 90% with HIPAA-compliant CRM and encrypted document handling (SOA Assist Pro).Built AI-powered financial advisory platform: automated SMB bookkeeping analysis with QuickBooks/Xero integration and LLM driven insights, GDPR compliance (MyBalancingIQ).Engineered Python RPA solution: automated court case filing workflows using Selenium and Tkinter for GUI.Architected multi-tenant SaaS infrastructure on AWS with CDK-based IaC, Lambda functions, DynamoDB, S3, and KMS encryption.Developed voice-enabled AI assistant, automating customer service workflows with OpenAI + Twilio integration and Azure Speech Services.Automated deployment pipelines with GitHub Actions and YAML-based CI/CD, reducing deployment time from hours to minutes. | | |
| Software Engineer | Intelimmerse LLC | Apr 2024 – Present |
| <ul style="list-style-type: none">Automated back-office operations: reduced manual processing time by 60% using Python scripts, Azure Serverless Functions, and scheduled workflows.Developed real-time conversational AI avatars for VR experiences with OpenAI integrations, ElevenLabs text-to-speech, and Unity character controllers.Built avatar generation web app by converting user photos to realistic 3D digital avatars using computer vision and Azure Blob Storage. | | |

- Led Android/Quest port of a large-scale WebXR project: reduced app size by 70% with APK/OBB packaging, Addressables, SideQuest distribution, and optimized performance for mobile VR hardware.
- Designed adaptive UI systems and multi-user networking for educational VR modules using Photon networking, responsive layouts, and session management.

Lead Engineer Language Lab (Acquired) Jun 2020 – Jan 2024

- Co-founded and engineered a top 3 language learning app on the Meta Quest Store, reached hundreds of thousands of users across 100+ countries, successfully acquired in 2025.
- Automated content generation with recursive C# algorithms, produced 1,000+ hours of adaptive, procedurally-generated learning scenarios.
- Built scalable backend infrastructure on Azure, PlayFab integration for analytics, real-time leaderboards, in-app purchases, and user progression tracking.
- Managed international development team of 10 developers and over 30 translators through product lifecycle, live operations, feature releases, content updates, and platform migrations.

Unity/C# Developer Stargrazer Studios Dec 2019 – Jun 2020

- Developed medieval VR combat game for Oculus Quest from concept to production in 6 months.
- Engineered dynamic NPC AI systems, NavMesh pathfinding, state machines, raycasting-based decision trees for realistic enemy behaviors.
- Optimized VR performance for standalone hardware, maintained 72 FPS on Quest through Unity Profiler analysis, occlusion culling, and lightmap baking.
- Implemented immersive VR mechanics using XR Interaction Toolkit and AutoHand, physics-based interactions, grabbing, throwing, archery systems.

LINKS

 Portfolio - www.adamdugan.com

 LinkedIn - www.linkedin.com/in/adam-dugan-918722217

 GitHub – www.github.com/adamofeden