

Angelik Laboy Torres

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EDUCATION

Georgia Institute of Technology • ATLANTA, GEORGIA
Bachelor of Science in Computer Science / Film Studies & Media Minor

August 2017 – December 2021

EXPERIENCE

Inworld AI, Remote

December 2023 - Current

Developer Relations Engineer | [Generative AI, Gaming & Storytelling, Community Building, Educational Content]

- Creator and owner of the educational video curriculum division, guiding users in designing AI NPCs in Unity and Unreal from concept to publication.
- Develop and showcase technical sample demos emphasizing key features, workflows, and SDK integrations.
- Provide technical support and informative content to partners, enhancing their developer learning journey.
- Manage Discord community with 7k+ active users, offering support to improve their developer experience and relay feedback to the product team.

Dolby Laboratories, San Francisco, CA

August 2022 – December 2023

Sr. Developer Advocate | [Virtual Worlds, Educational Content, Public Technical Speaking, Community Building]

- Built the educational video content production from pre/post-production to development that enables developers to understand the APIs better. Additionally, educated and evangelized through technical sharing tutorials (workshops, how-to guides, blog posts, and video tutorials).
- Fostered the growth of our developer community through online forums and in-person events like hackathons, sponsored events, and meetups.
- Participated as a public, developer-focused speaker at conferences, community meetups, and customer meetings.
- Contributed to the product team by delivering direct feedback from developers, maintained the developer's documentation page, and worked as an active contributor on the open-source sample apps.

Corporación Milagros del Amor Bazar, Caguas, PR

August 2019 – August 2021

Product Manager | [User Research, Product Lifecycle, Market Analysis, Agile Methodology]

- Collaborated with cross-functional teams to define and prioritize feature requirements for a mobile app aimed at connecting homeless individuals in Puerto Rico with essential resources, resulting in a 25% increase in user engagement.
- Conducted user interviews and data analysis to identify pain points in the donation process for the non-profit organization, leading to the redesign of the online donation platform and a 40% boost in online donations within the first quarter.

SKILLS

Programming:

Front-end: {HTML, CSS, Angular, JavaScript}

Back-end: {Python, Java, C++, SQL, Swift}

Cloud Technology: {AWS, REST APIs}

Graphic Design: {Figma, Microsoft 365, Adobe After Effect}

Production: {OBS, Adobe Premiere Pro}

Concepts: Content Creation, Technical Writing, Generative AI, Public Speaking, Unity, Unreal, New Interactive Media, Game Development, Motion Capture, Animation, 3D Modeling, Software Architecture, Customer Demos, Pre-Sale Technical Calls, Community Growth and Management, Product Advocacy, UX Research, Database Management, OOP, Globalization, Localization, JIRA, Confluence, Miro, Agile Development, GitHub, Webinars

Languages:

Native: {Spanish, English}

Working Professional: {French}

RESEARCH

Ireti: Reimagining Virtual Reality, Creator/Director/Writer

May 2021 – January 2023

Developing, as part of the Digital Integrative Liberal Arts Center (DILAC), a virtual reality short film which explores the depths of volumetric, animation, and live-action filmmaking. It follows the story of a woman reflecting on fragmented events in her life that lead to her closest friend's suicide. This study will become Georgia Tech's first VR film as well as the school's introduction to virtual productions.