

Andrew Kurano

Contact: 808-398-7638 • kuranoandrew@gmail.com • Los Angeles, CA

Portfolio: <https://andrewkurano-portfolio.netlify.app>

Versatile software engineer with 7+ years of XR development experience

Skills

Vue, Typescript, GraphQL, Unity, React, motion.dev, Unreal, AWS S3, Aframe, Heroku, Jira, Dialogueflow, tailwindcss, SQL, C#, HTML, CSS, JS, PlayCanvas, Netlify, Kotlin

Work Experience

Senior Software Engineer, TriggerXR

2021- Present

- Led feature development on various XR experiences for clients like Disney, Molson-Coors and Sony
- Oversaw developers on separate projects and provided both management and development support
- Overhauled core boilerplate architecture to reduce overhead on future project life cycles
- Handled department one-on-one meetings with intermediate and junior developers to provide mentorship and check developer wellbeing
- Provided tech insight during client meetings about tech capabilities and project scope

Software Engineer, TriggerXR

2018-2021

- Built out XR applications in Vue and Unity with developer team sizes ranging from 1-3
- Worked with designers to iterate UI and 3D flow for smoothest and prettiest user experience
- Used VueJS framework to build out web frontend using Ajax design flow
- Used Unity to implement different shaders, 3D flow, and downloadable asset systems

Projects

Morgan Stanley PGA Tour History Mapped AR

<https://www.triggerxr.com/work/tour-through-time-webar>

- Built dynamic content loading system for volumetric videos to optimize download time on golf course
- Created cookie progression system to track user completion and feed finished prize messaging
- Setup Playcanvas hotspot and 3D video panel system and used them to build out experience content
- Wrote WebGL shaders to handle opacity and shadows on the volumetric models

Mercedes F1 Garage Tour

<https://www.triggerxr.com/work/mercedes-amg-petronas-f1-team-vip-garage-tour-2024>

- Created F1 reflex mini-game in Unity for users to test their reaction time
- Structured payload system for reflex payloads to be generated realtime or pre-baked
- Built to Quest 3 HMD to test functionality and review with design department
- Setup new content using existing hotspot system for points of interest

Education

Graduated 2018

University of Hawaii at Manoa, College of Engineering
Bachelor of Science in Computer Engineering