Andrew Kurano

Website Portfolio: https://andku23.github.io/ 808-398-7638 • kuranoandrew@gmail.com

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Objective

Looking to create robust experiences using a combination of shaders, 3d modeling, and programming.

Skills and Softwares

Programming: Proficient in **C#** and **Javascript**
Web Frameworks: Proficient in **Vue**, used **React** before, open to learning other frameworks
3D: Proficient in **Blender**, used Maya before, open to learning other 3D software
Platforms: Proficient in **Unity**, **AFrame** (WebAR), AWS Sumerian (WebAR),

Work Experience

Software Engineer at Trigger Global **Fall 2018- Present**

- Developed Unity and Web AR experiences for LEGO, Sony, and other clients
- Able to work closely with artists and 3D department for best possible experience
- Learned how to manage agile workflow with project managers

Laboratory of Advanced Visualization and Applications **Summer 2017- Summer 2018**

- Worked as both an artist and programmer to create VR/AR demos and video games
- Learned development process for VR, AR, and Mixed Reality
- Project lead for HoloSage AR training tool for Navy project

Projects

Jumanji 2 AR (WebAR) **2019**

- Voice controlled WebAR experience to promote Jumanji 2 movie
- Used AWS Sumerian, 8th Wall Tracking, AWS Lex (voice recognition) and Vue front end
- Lead Developer on project

Lego Hiddenside (WebAR) **2019**

- WebAR experience shown in all LEGO stores
- Used AWS Sumerian, 8th Wall Tracking, and Vue front end
- Lead Developer on project

Toy Story 4 AR (Unity) **2019**

- Unity AR app where users scan a poster and see Toy Story characters come to life
- Used Unity, ARkit and ARCore
- Developed character system for downloading and viewing each character

Competitions

AT&T Hackathon 2018 **First Place in Category**

- 2-man team to create AR/VR/XR game with Unity in 1 day
- Modeled, rigged, textured all 3D props
- Created network system using C# allowing for co-op play

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Education

University of Hawaii at Manoa, College of Engineering
Bachelor of Science in Computer Engineering **Spring 2018**

References

- References and supporting documents will be furnished upon request