

# Andrew Steven Chau

✉ ASCHAU24@GMAIL.COM

PORTFOLIO: [HTTPS://ASCHAU.GITHUB.IO](https://aschau.github.io)

---

## Software Developer – Unity – [Trigger Global, Inc.](#)

2237 Corinth Ave, Los Angeles, CA 90064

January 2018  
– Present

- Use of Unity to create AR/VR applications and games for Android, iOS, and PC
- Lead solo projects as well as work with small teams to meet short deadlines for major clients, including large sports leagues and entertainment companies such as Disney and Sony
- Connect directly with clients and other stakeholders to maintain and iterate during the Agile development process

---

## [Projects](#) – More at: [HTTPS://ASCHAU.GITHUB.IO](https://aschau.github.io)

### Starview (NFL/Dallas Cowboys) – Unity/C# – AR – Android, iOS

September 2019

- Application used visualize the most recent play of a live game as well as other related game/season stats for players and teams
- Main Developer – created and maintained the base architecture for the application, implemented user interface, and directly communicated with client for technical related issues
- Worked with third party to handle server load through Azure cloud service and discuss technical limitations

### [NHL AR](#) – Unity/C# – AR – iOS

November 2018

- Prototype created on for the iPad Pro to visualize live game data from NHL games including 3D players on the ice in augmented reality.
- Main Developer – created and maintained the base architecture for the application, implemented user interface, and directly communicated with client for technical related issues
- Worked with Signal R Core and used Google protobuf protocol to obtain live movement data

### [NBA AR](#) – Unity/C# – AR – Android, iOS

March 2018  
– September 2019

- Application meant to host augmented reality experiences for NBA including live 360 portals and AR games
- Main Developer – created and maintained the base architecture for the application, implemented user interface, and directly communicated with client for technical related issues
- Pulled JSON data from CMS to dynamically update related photos and text

---

## Software Developer – [Super Toy Box](#)

21088 Bake Parkway #100, Lake Forest, CA 92630

December 2016  
– December 2017

- Use of Unity to create multiplatform VR Apps (Vive, Oculus/Gear, Android, iOS)
- Client based work involving creation of games/software that required close work between designers, project managers, and the development team

---

## [VR Factory](#) – Unity/C# – VR – PC, Android, iOS

2017

- Creation of templates that account for user chosen content that is uploaded to the VR Factory website.
- Worked closely with designers and artists to create expandable tools used to setup 2D/3D environments.
- Worked with custom editor scripts and batch scripts to help automate testing and build processes.
- Maintenance of the latest SDKs related to each platform.

## [Subaru Wheelstand](#) – Unity/C# – Marketing Public Installation – PC

December 2016  
– December 2017

- Application meant to showcase the latest Subaru vehicles on the show floor at auto shows, dynamically downloads relevant data related to chosen vehicle identification number (VIN)
- Solo Developer – created and maintained the base architecture for the application and implemented user interface based on comp from designers
- Pulled JSON data from an S3 API to dynamically update related photos and text

---

## Quality Assurance Tester – [Atlas USA, Inc.](#)

6400 Oak Canyon #100, Irvine, CA 92618

August 2016  
– November 2016,  
February 2017,  
June 2017

- Use of MANTIS bug tracking software to report issues with graphics, text, and gameplay
- Worked on [Yakuza 0](#) and exhibitor at Gamestop Expo 2017 and E3 2017

---

## Bachelor of Science, Computer Game Science

University of California, Irvine

2013 – 2017

---