

Andrew Steven Chau

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

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

2237 Corinth Ave, Los Angeles, CA 90064

January 2018
– October 2019

- 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

Lenovo Mirage AR – Unity/C# – AR Games – Android, iOS

October 2018

- Two AR experiences/games developed to showcase the technological use cases for the Lenovo Mirage AR headset
- Main Developer (Shark Week AR) – created and maintained majority of the features of the application, created and balanced hunting activity gameplay
- Developer (Brick Pong AR) – Supported another developer in the creation of the game, helped to balance physics as well as introduce another power up mechanic

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.

Quality Assurance Tester – [Atlus 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
