

# Andrew Snow

Senior Software Engineer  
Real-Time & Simulation Systems  
(Unity / XR)



## Summary

Senior Software Engineer with 6+ years of experience developing and shipping production-grade real-time simulation platforms. Core contributor and technical lead on a commercial multi-user VR training system supporting authentication, licensing, analytics, persistence, and collaborative interaction. Strong background in modular system architecture, performance optimization, and cross-functional engineering collaboration. Seeking a senior individual contributor role within a stable engineering organization building interactive or simulation-driven systems.

## Experience

### Senior Software Engineer | XR Simulation

Acadental Inc. | October 2021 - Present





- Core contributor and technical lead on a modular VR simulation platform deployed to institutional partners on Meta Quest.
- Contributed to architecture and implementation of scalable XR interaction framework supporting multiple procedural simulation modules.
- Performed performance profiling and optimization targeting standalone VR hardware constraints.
- Built persistent save-state system enabling session snapshots and restoration.
- Implemented full session recording and replay functionality for training review.
- Developed real-time multi-user synchronization systems with voice integration and shared state management.
- Integrated analytics tracking and automated error reporting systems for production reliability.
- Contributed to voxel-based cutting simulation and ray-based radiology simulation systems.

### AR Software Engineer (Project Partnership)


Intel | September 2019 - June 2020

- Contributed to development of a WebXR-based AR visualization platform.
- Implemented spatial placement systems and orbital mechanics simulation using Three.js.
- Built interactive 3D systems optimized for browser-based AR deployment.
- Collaborated within a 5-engineer team to deliver production-ready AR experience.



## Contact

-  (503) 713-7463
-  [asnow4u@gmail.com](mailto:asnow4u@gmail.com)
-  <https://github.com/asnow4u>
-  <https://asnow4u.github.io/Portfolio/>






## Education

-  Oregon State University  
2016 - 2020  
Bachelor's Degree  
Computer Science




## Languages

-  C#
-  JavaScript

## Engines / Frameworks

-  Unity
-  XR Interaction Toolkit
-  OpenXR
-  WebXR
-  Three.js

## Platforms

-  Meta Quest
-  Android
-  Web-Based XR