

GOUTHAM ANUGUNTI

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Staff Software Engineer with expertise in **AR/XR SDK development**, Computer Vision, and AI. Proven leader in architecting **spatial computing solutions** for sports technology platforms, merging **real-time AI** with immersive interfaces to drive product innovation.

PROFESSIONAL EXPERIENCE

Staff Software Engineer

Quintar Inc | Remote | Dec 2025 – Present

- Drive the architecture and delivery of the Quintar **AR/XR SDK**, enabling seamless integration of **spatial experiences** for high-performance sports applications.
- Drive technical roadmap for **spatial data infrastructure** and **XR feature evolution**, ensuring low-latency delivery of augmented content.
- Lead technical hiring and interviewing processes, building high-performing engineering teams
- Contribute to company vision and strategic direction as one of the early engineers, shaping product roadmap and technical priorities
- Mentor and guide engineers across technical and professional development, fostering a culture of excellence and continuous learning

Senior Software Engineer

Quintar Inc | Remote | Dec 2023 – Dec 2025

- Establish and maintain strategic partnerships with sports leagues and technology vendors to expand platform capabilities
- Led the design and development of **AR-based features** using **SwiftUI and ARKit**, focusing on interactive spatial overlays for live sports data.
- Collaborate directly with customers to design product experiences and define product requirements based on real-world use cases
- Lead and manage the Data team, overseeing project execution, resource allocation, and technical strategy for data-driven initiatives
- Led integration of live event data into the Quintar Platform to drive **real-time AR visualizations** for MLB, NBA, FIFA, and NASCAR.

Software Engineer

Quintar Inc | Remote | July 2021 – Dec 2023

- Manage technical operations for multiple live sporting events, ensuring reliable real-time data delivery and system performance
 - Prototyped and optimized **computer vision-driven AR overlays** to enhance live highlight clips and automated content generation.
 - Preprocess and optimize client data pipelines for consumption by proprietary ML products, improving data quality and processing efficiency
 - Designed real-time object detection and segmentation models to enable **occlusion-aware AR experiences** at high frame rates.
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Software QA Engineer, Image Technology

Dolby Laboratories | Sunnyvale, CA | June 2016 – January 2020

- Developed and tested Dolby Vision source device for HDMI certification, reducing certification time from 2 weeks to 76 hours through workflow automation
 - Collaborated with Unigraf to deploy Dolby Vision certification device for TVs, AVRs, and soundbars, streamlining the certification process
 - Created comprehensive test plans and automation frameworks using Python and MATLAB for image processing validation
 - Led the development and maintenance of Dolby Vision HDMI and DisplayPort transmission specifications for industry compliance
 - Owned technical specifications enabling Dolby Vision technology integration on TVs, monitors, and external displays
 - Collaborated with cross-functional teams and industry partners to ensure specification compliance and successful product deployments
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TECHNICAL SKILLS

Programming Languages: Python, Java, Kotlin, Swift, SwiftUI

AR/XR Frameworks: ARKit, RealityKit, VisionOS, OpenXR.

ML/AI Frameworks: PyTorch, TensorFlow, Keras, Scikit-learn, OpenCV, NumPy, Pandas

Tools & Platforms: Antigravity, CoWork, Android Studio, Xcode, Git, Linux

Specialized Skills: Computer Vision, Deep Learning, Image Processing, SDK Development, API Design, Technical Documentation

EDUCATION

Master of Science in Computer Science

Arizona State University | Graduated July 2021

Master of Science in Electrical and Computer Engineering

University of Southern California | Graduated May 2016

Bachelor of Engineering in Telecommunications Engineering

R V College of Engineering, Bangalore, India | Graduated May 2014