**Aaron Munro**

Unreal C++ Software Engineers (Mid And Senior Levels)

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**PROFESSIONAL SUMMARY**

I am writing to express my interest in the position of Unreal C++ Software Engineer at Better Than Reality. I have developed strong abilities in advanced real-time 3D graphics and Unreal Engine development, with professional experience building immersive VR and simulation projects. My background combines technical expertise in C++, real-time engines, VR content creation, and workflow automation, alongside collaborative work with multidisciplinary teams. My focus has been on delivering high-quality, optimised interactive experiences for sectors including mining and infrastructure.

**CORE COMPETENCIES**

**Technical Skills:** Unreal Engine (advanced real-time 3D graphics, interactive object development), C++ (utilised for real-time and simulation projects), Blueprint scripting, Unity, 3DS Max, Zbrush, Substance Suite (Painter, Designer), Embergen for fluid dynamics simulation, TYFlow for custom dynamic particle simulations, Version control with Git (used for cloning repositories), Python (automation and workflow scripting), FMETP streaming, MetaHuman pipeline and lipsync, Photogrammetry (Matterport, Reality Capture), API integration (third-party, for workflow)

**Core Competencies:** Immersive VR development, Workflow automation and efficiency optimisation, Project management and multi-team leadership, Technical problem-solving, Client and stakeholder liaison, Content production (video and multimedia), Mentoring and supporting teammates

**PROFESSIONAL EXPERIENCE**

**Specialised in 3D Development | Viewport XR**

*Forrestfield, WA, Australia | 2023 – 2024*

* Specialised in Unreal Engine development for immersive experiences and real-time 3D graphics
* Developed interactive objects and custom shaders with Unreal Engine and Unity
* Produced pipelines for custom assets including MetaHumans and dynamic simulations
* Executed fluid dynamics and particle sims using Embergen and TYFlow
* Collaborated on the development of VR experiences for various clients

**Sole Trader, Freelance 3D Artist/Developer & Web Developer | Vector 6**

*Forrestfield, WA, Australia | 2016 – 2023*

* Delivered 3D visualisation projects including interactive experiences and real-time engine content
* Automated data workflows with Python and integrated third-party APIs for asset and media management
* Developed internal tools to support content production and collaboration across teams
* Worked on VR collaborations, including photogrammetry integration and optimised VR asset pipelines

**Senior 3D Artist/Developer | Minnovare**

*Forrestfield, WA, Australia | 2019*

* Developed simulations and animations for underground mine drilling, showcasing advanced positioning system technology
* Produced real-time visual content aligned with engineering and simulation objectives

**Senior 3D Artist/Developer | Last Pixel**

*Forrestfield, WA, Australia | Oct 2006 – Mar 2016*

* Led project teams and managed deliverables in high-end visualisation and simulation projects
* Developed 3D assets, PBR materials and dynamic content using Substance Suite and Unreal Engine
* Created workflow automations and internal tools for improved production efficiency

**3D Developer/Artist | Spacescan Collaboration**

*Forrestfield, WA, Australia | Oct 2017 – Jan 2023*

* Collaborated on 3D visualisation projects using Unreal Engine and photogrammetry (Matterport, Reality Capture)
* Specialised in developing optimised 3D models and materials for real-time applications

**CERTIFICATIONS**

* AI Generalist Course (Core AI Methodologies, Workflow Automation, Generative Media Production, Data-Driven Business Applications), expected completion Aug 2025

**PROJECTS**

* Developed custom dynamic assets and pipeline automation for immersive VR projects; integrated AI workflows for content production and implemented advanced asset pipelines for MetaHumans.