

Hannah Estes

Developer specializing in immersive narrative experiences and spatial computing applications. Proven track record delivering award-winning AR/VR projects from concept through mobile and standalone deployment.

Contact

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Programming

- C#
- Swift
- JavaScript, TypeScript
- HTML, CSS

Key Skills

- Spatial Computing & XR Development
- Immersive Storytelling
- Volumetric Video Integration
- Mobile Applications
- Cross-Platform Development
- AI Agent Systems
- Automated Testing
- Technical Communication

Expertise

- Unity XR
- ARKit & ARCore
- Meta XR
- VisionOS
- Mixed Reality Capture
- Volumetric Video Integration
- Media Optimization
- 3D Performance Optimization
- iOS Development (Swift/SwiftUI)
- App Store Distribution



Work History

Current

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2025

Mobile Developer

EHMA Fintech

- Research and develop AI agent systems for direct-to-consumer solar sales applications
- Build AI-powered sales agent leveraging natural language processing and machine learning
- Integrate advanced AI capabilities into mobile fintech applications for enhanced customer engagement
- Currently in early development phase building next-generation AI sales platform

2025

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2024

Lead Developer

Harbinger Creative

- Provide technical consultation and leadership for educational XR experiences and AI-powered learning platforms
- Developed "Vizulingo" - Unity mobile application combining AI learning assistants with XR features for English language learning
- Integrated ChatGPT API to provide real-time feedback for students completing job training
- Currently in pilot phase with early users testing the educational platform

2024

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2021

Lead Developer

Baltu Technologies

- Led development of Superdoc, Unity-based knowledge-sharing platform for iPad with multimedia sharing and capture (text, image, video, audio, 3D models)
- Developed several VR applications for Meta Quest including aerospace facility simulation for Fortune 500 client
- Created workforce exploration VR application for Maricopa Community Colleges in partnership with Intel and Boeing, allowing students to experience simulated job activities
- Designed and implemented automated testing suite using AltUnityTester, Appium, and Cucumber
- Established formalized testing process reducing need for manual testing across development team
- Planned and led all scrum ceremonies, delegating tasks across internal teams and contractors, 7+ people at times.

2021

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2015

iOS Developer & XR Research Intern

State Farm

Production Development (2020-2021):

- Developed social iOS application integrating Alexa voice services, real-time communication, and wellness monitoring for senior care market
- Implemented accessibility features and responsive design for iPad and iPhone
- Conducted research related to gig economy driving and designed systems for better educating and studying gig drivers.

XR Research & Development (2015-2019):

- Implemented core functional features for experimental VR training applications, including an in-game handheld camera and scoring system
- Developed LIV integration pipeline for Unity applications enabling green screen compositing in OBS
- Created mixed reality capture workflow allowing development team to easily record demonstrations of prototypes

Awards & Recognition

- 2025 Telly Award for Volumetric Capture Craft - 1906
- SXSW 2025 Official Selection - 1906
- SXSW 2025 Official Selection - The Choice (Chapters 2&3)
- Canadian Screen Award Nomination 2023 - The Choice (Chapter 1)
- SXSW 2022 Audience Award - The Choice (Chapter 1)
- 2022 Games for Change Best XR for Change Experience - The Choice (Chapter 1)

Projects

2025	1906 Atlanta Race Massacre	Emblematic Group
—	- Completed development of '1906' AR documentary for iOS/Android for National Center for Civil and Human Rights	
2024	- Overhauled application architecture and developed key features including interactable maps and historical artifacts and accessibility considerations	
	- Integrated deepfake videos, mocap animations, Quill art with volumetric video recorded at Metastage	
	- Selected for premiere at SXSW 2025	
2025	The Choice	Infinite Frame Media
—	- Developed VR documentary experience incorporating a novel volumetric video system and animated Quill illustrations	
2020	- Designed and implemented flexible event framework using Unity's visual scripting system	
	- Optimized video loading and playback system for high-quality volumetric videos on Quest 1	
	- Created intuitive narrative flow management system for creative partners	
	- Chapter 1 available on Meta App Store	

Education

2019	Bachelor of Science in Computer Science, Summa cum laude	Texas Tech University
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2016	Highest Ranking Graduate, 4.0/4.0 GPA	

Patents

2024	Systems and Methods of Gig-Economy Fleet Mobilization	US-20240182600-A1
	Hannah Estes et al. (State Farm) - Novel system for automatic detection and optimization of gig-economy fleet operations through advanced data processing algorithms	