Jared Pinargote

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Education

Brigham Young University - Idaho   Rexburg, ID
BS Software Engineering *GPA: 3.8*   Jan 2016 - Dec 2017

Experience

AR/VR Prototyping Engineer   Nashville, Tennessee
Asurion   January 2020 - Present
- Innovate and promote AR/VR prototypes addressing business concerns.
- Prove feasibility of business use cases with actual AR/VR prototypes.
- Lead cross organizational collaboration to push valuable AR/VR features into production.

AR/VR Software Engineer   Lehi, Utah
Geomni   December 2017 - January 2020
- Increase brand interest and value significantly with AR/VR prototypes.
- Create reliable and intuitive user experiences in AR/VR.
- Convert interesting business ideas into deliverable products quickly.
- Communicate engagingly to clearly keep stakeholders informed.

Projects

AR Framed Photo Preview - Asurion   *ARKit, iOS Development*
Demo video: https://youtu.be/EeGX4VasnLE
- Encourages customers to engage with a photo backup app
- Established market interest with internal testing and research

AR Floor Plan Creator - Geomni   *ARKit, iOS Development*
Demo video: https://youtu.be/yPoGLg0XKH8
- Rapid prototyping produced a unique and intuitive AR scanning method.
- Collaborated with a small team to iterate into a fully featured app
- Integrated into Xactimate, an existing software used by most home insurance adjusters

VR Repair Training - Asurion   *Unity, Oculus Rift SDK*
Demo video: https://youtu.be/EJoqOJ_grO4
- Increases speed of learning with hands-on experience.
- Reduces chances of injury for the inexperienced trainee.
- Provides greater familiarity with equipment before real-world experiances.

VR Adjuster Demo - Geomni   *Unity, Oculus Rift SDK*
Demo video: https://youtu.be/ipA9AQCUB5w
- Simulates the potential future of insurance adjustment in VR.
- Established the Geomni brand as a tech leader at trade shows
- Initiated continuing conversation of attendees with company representatives.

Skills

Programming:	Swift, C#
Frameworks:	iOS, UIKit, ARKit, Oculus SDK
Tools:	Xcode, Unity 3D, Blender
Languages:	English, Spanish, Portuguese
Interpersonal:	Collaborative, Creative, Team Leader, Presenter, Extroverted, Passionate
Other:	Rapid Prototyping, 3D Modeling, 3D Math, Linear Algebra, Calculus, Graphics, Rendering, Physics, Mobile Development, Software Architecture, Experimentation, UI/UX Design

Volunteer

Missionary - The Church of Jesus Christ of Latter-day Saints   May 2013 - April 2015
Spent two years as a church representative planning meetings, setting goals, and organizing mission work. Visited the needy and helped maintain church organization in Espirito Santo, Brazil. Learned to cooperate with people from differing backgrounds and culture.