

JARED PINARGOTE

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EDUCATION

Brigham Young University - Idaho

BS Software Engineering GPA: 3.8

Rexburg, ID

Jan 2016 - Dec 2017

PROJECTS

Interior Planning - Geomni *ARKit, iOS Development*

- Creates floor plans by users scanning walls in augmented reality (AR).
- Corrects for noise and drift using geometric algorithms to align walls and rooms to each other.
- Intuitive design allows users to quickly learn and produce plans quicker than current AR floor plan creators with more accurate results.
- Experience with mobile development, MVM architecture, and simulated annealing, a meta-heuristic AI algorithm.

Caption Game - School Project *HTML, Node.JS, jQuery, PostgreSQL*

- Online game where users come together in a room using a room code
- Step-by-step process had users make drawings and captions to later combine to make funny images which were later voted on, determining a winner.
- Far exceeded project requirements due to prior personal experience with web development
- Experience with Node.JS to handle the back-end, jQuery and Bootstrap to handle the front-end, and PostgreSQL to store images, captions, rooms and users.

VR Reddit Client - Personal *Unity3D, C#, Oculus SDK, Oculus Rift*

<https://github.com/jaredpinargote/RedditForRift>

- Virtual reality client to access reddit.com. Users can quickly view more content than on a monitor or phone.
- A physics-based interface allows for intuitive interactions, similar to sorting through a box of photos.
- Experience with asynchronous programming and .NET 4.6

VR Music Visualizer - School Project *Unity3D, C#, Oculus SDK, Gear VR*

- Music visualizer for mobile that allows users to navigate their file system in VR, select a song, and view an audio reactive environment with some interaction using a 3-DoF controller.
- Experience with C# and real-time signal analysis.

EXPERIENCE

Geomni

AR Software Engineer

Lehi, Utah

December 2017 | Present

- Develop augmented reality solutions for insurance adjusters
- Technical lead in producing geometric algorithms to correct for ARKit limitations
- Ensure maintainability of code for optimal teamwork

EZNetTools

Software Engineer

Rexburg, ID

February 2017 | September 2017

- Develop software for internal company use
- Maintain and update client-facing production software
- Address company server issues

SKILLS

Programming: Swift, C#, C++, Kotlin, Javascript, jQuery, HTML, Node.JS
Languages: English, Spanish, Portuguese
Interpersonal: Cooperative, Team Leader, Written Communication, Public Speaking
Other: Rapid Prototyping, Linear Algebra, Calculus, Geometry, Kinematic Physics

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.