Johnnan Monzon Jr.

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EDUCATION

CUNY Macaulay Honors College, The College of Staten Island **New York City, NY**
B.S. in Computer Science and Mathematics, GPA: 3.8/4.0 *August 2016 - June 2020*
- **Relevant Coursework**: Computer Vision (*Graduate Level*), Game Programming, Artificial Intelligence
- **Awards**: The RLab AR/VR Fellowship, Macaulay Full Tuition Scholarship, Dean's List (2016-2020)

SKILLS

Unity Development: Unity, C#, Oculus Integration, VRIF, VRTK, Photon Engine (PUN), Normcore, Mirror
Web Development: JavaScript, Three.js, A-Frame, 8th Wall, WebGL, React, HTML, CSS, Sass, Node.js
Other Tools: C++, iOS, AR Kit, SwiftUI, Python, OpenCV, Scikit-Learn, MongoDB, React Native, Webpack

EXPERIENCE

Studio Rx **New York City, NY**
Junior XR Developer *July 2020 - Present*
- Lead developer on multiple innovative Web AR experiences embedded into websites using 8th Wall
- Designing immersive multiplayer VR games and experiences for the Oculus Quest using Unity
- Responsible for regularly updating various websites with unique interactions and visual components
- Building Web APIs for other developers to streamline implementing 3D environments using Three.js
- Maintaining an organized workflow by consistently communicating with developers and producers
- Prototyping with new technologies and features for creative usage in digital media storytelling

CUNY The College of Staten Island Computer Science Department **Staten Island, NY**
VR Research Assistant *February 2020 - June 2020*
- Built a simulation to model a wildfire algorithm in a VR environment for the Oculus Rift using Unity
- Procedurally generated fire spread on a 3D terrain by reading from provided data and heightmaps
- Improved the UX by implementing locomotion and playback tools to view and control the algorithm

FactualVR, The RLab AR/VR Fellowship **Jersey City, NJ**
VR Developer Intern *February 2019 - August 2019*
- Worked on a networked and persistent VR application using Photon and MongoDB for the HTC Vive
- Built several tools with inventive VR mechanics for navigation, asset loading, and interacting with UI
- Created custom shaders for meshes and point clouds objects responsive to 3D transformations
- Documented new features and technical architecture with design diagrams and video recordings

CUNY Macaulay Honors College Computer Science Club **New York City, NY**
Vice President, Co-Founder *August 2018 - June 2019*
- Led workshops and tutorials in Unity for students interested in AR/VR and game development
- Coordinated with guest speakers from Google and IBM to share their experiences with students

The Future of Storytelling Summit Festival (FoST) **Staten Island, NY**
Volunteer *October 2017*
- Prepared showrooms for AR/VR professionals by setting up equipment and testing the experiences
- Successfully instructed first time users in using a VR headset and navigating through an experience