

# Johnnan Monzon Jr.

New York City, NY  
jjsalomonzon@gmail.com

## 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, Game Development, Artificial Intelligence, Linear Algebra
- **Awards:** The RLab AR/VR Fellowship, Macaulay Full Tuition Scholarship, Dean's List (2016-2020)

## SKILLS

**Web Development** JavaScript, Three.js, A-Frame, 8th Wall, React, HTML, CSS, Sass, Socket.io, Webpack

**Unity Development:** Unity, C#, Oculus, VRTK, VRIF, Photon, Normcore, Mirror, Vuforia, Niantic Lightship

**Other Tools:** C++, Java, Python, Swift, Node.js, OpenCV, Scikit-Learn, MongoDB, Blender, Adobe XD

## EXPERIENCE

### Studio Rx

New York City, NY

Experiential Developer (XR)

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

### Mechanism Digital

New York City, NY

WebGL Developer

October 2021 – Present

- Developed a WebGL module to display a 3D ear canvas to visualize jewelry placement using Three.js
- Scripted trigonometric solutions to simulate physics for unique item transformations and mechanics
- Working on a sandbox environment for designers to customize the shaders for various materials

### CUNY The College of Staten Island Computer Science Department

New York City, 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

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