Johnnan Monzon Jr.

New York City, NY
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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, 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 interactive WebAR experiences embedded into websites using 8th Wall
- Creating an internal cross-platform WebXR game with multiplayer networking and synced audio
- Designing immersive multiplayer VR games and experiences for the Oculus Quest using Unity
- Contributed to development of a panorama viewer with Three.js and an API for frontend developers
- Maintaining an organized workflow with consistent communication with developers and producers
- Prototyping and R&D with new technologies for creative usage in digital media storytelling

Mechanism Digital   New York City, NY
WebGL Developer   *October 2021 – Present*
- Contributing to development on a WebGL module to visualize jewelry on a 3D ear using Three.js
- Scripting trigonometric solutions to simulate physics for unique item transformations and mechanics
- Updating a sandbox environment for the design team to customize 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