



CHRISTOPHER FIGUEROA


SENIOR PRINCIPLE SOFTWARE ENGINEER

ARKit Engineer at Apple, Ex-Unity, Ex-Activision. 12 Years Experience, 47+ Games, 7 years of Apple Hardware and Software

CONTACT

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 Sunnyvale, CA

EXPERTISE


- Engineering Low Level Frameworks on Apple Platforms
- Augmented Reality - ARKit
- Cross Company Communication and Collaboration
- Public Product Releases to Millions of Customers
- Listen to Company and Product needs
- Knowing when and where to find the right people for problem

INVENTIONS/ PATENTS


- Immersive Space - Portaled on VisionOS
- ARKit Public Swift/C API on VisionOS
- Portals on VisionOS
- Wrote and Presented Multiple Presentations for Apple's World Wide Developer Conference


REFERENCES

Zac Duff - Jigspace

 zac@jigspace.com

Mark Tozer - Apple Inc

 1-408-425-3271

 tozer@apple.com

WORK EXPERIENCE

Senior Software Engineer - ARKit Framework - Vision OS/iOS/iPadOS

Apple Inc.

2017-Present

- Directly planned and executed 100+ 1st and 3rd party AR App integrations with VisionOS, iOS, and iPadOS
- Directly impacted VisionOS Announcement including Keynote, State of the Union and Apple Arcade
- Educated leadership across the company on VisionOS and its capabilities
- Developed VisionOS' functionality including but not limited to inventions/patents such as portals, Immersive Space Portaled, and more
- Mentored teams into the VisionOS platform across the company to prepare their products
- Approved critical features across the organization while keeping on time in scope
- Swift, C, C++ framework feature writing for ARKit Framework that was deployed to all iPhones, iPads, and soon to Vision Pro
- Developed and successfully executed a plan with Unity Technologies to integrate with VisionOS
- Met with Design teams across Apple to help them understand the development of VisionOS and how they can design for Spatial Computing

Software Test Engineer

Unity Techonologies

2014-2017

- Consuming new API's and making sure they fit the style that exists across the company.
- Xbox One and Steam VR Virtual Reality
- Develop and Verified bindings to Microsoft's APIs to Unity's
- Cross Communicated Gaming Console needs to the company
- Expert in debugging build systems to Xbox One
- Traveled around the world and gave presentations at Unity's Conference (Unite)
- Planned new Products and Projects
- Identify product defects and triage the defects with management team
- Acquisition feedback and Identification
- Provide feedback on key user scenarios, functional and technical designs, and specifications.

Javascript Engineer

The Nerdery

2012-2014

- Developed web applications for clients and their business requirements
- Implemented and Maintained large databases for Fortune 500 Companies
- Worked with clients and their inhouse development teams to identify problems and shift talent to meet milestones and ship products
- Proficient in Backbone, Ember, and Angular

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PRESENTATIONS

- Integrating Steamworks SDK with Unity
- What's New in ARKit 3.5 - WWDC 20
- Bring your VR app to a Full Immersive Space with Unity - WWDC 23
- Get Started with Building Apps for Spatial Computing - WWDC 23

EDUCATION

- Bachelors of Science - Brown College

AWARDS

- Winner of 73rd Emmy Award - For All Man Kind: Time Capsule

INTERESTS

- Aviation
- Skateboarding
- Snowboarding
- Harry Potter Merchandise from the first 3 books

WORK EXPERIENCE

Online QA Engineer

Activision

2011-2012

- Tested and Shipped 47+ Games
- Directly Tested Online Interactions to meet Technical Requirements of Sony, Nintendo, and Xbox
- Communicated with companies around the world to meet milestones
- Identified Issues with Software with online interactions

- List of Some Published and Credited Titles
 - NASCAR 2011: The Game
 - Transformers: Dark of the Moon
 - X-Men: Destiny
 - Cabela's Big Game Hunter 2012
 - Spider-Man: Edge of Time
 - Wipeout 2
 - Goldeneye 007: Reloaded
 - Cabela's Adventure Camp
 - Cabela's Survival: Shadows of Katmai
 - Cabela's Big Game Hunter: Hunting Party
 - NASCAR: Unleashed
 - Generator Rex: Agent of Providence
 - Big League Sports
 - Rapala for Kinect
 - Dreamworks Super Star Karts
 - Prototype 2
 - Battleship: The Video Game
 - Men In Black: Alien Crisis
 - The Amazing Spider-Man
 - Ice Age: Continental Drift - Arctic Games
 - Tony Hawk's Pro Skater HD
 - Transformers: Fall of Cybertron
 - Angry Birds Trilogy
 - Wipeout 3
 - 007 Legends
 - Cabela's Hunting Expeditions
 - Cabela's Dangerous Hunts 2013
 - Nascar the Game: Inside Line
 - Family Guy: Back to the Multiverse
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