Noah Martin

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Summary:

Experienced AR/VR Developer with a strong background in using cutting-edge technologies to create immersive and interactive experiences. Skilled in software development, game design, and 3D modeling. Passionate about pushing the boundaries of virtual reality and augmented reality to deliver unique and engaging user experiences.

Education:

Bachelor of Science in Computer Science

XYZ University, City, State

Graduated May 20XX

Skills:

- Proficient in Unity3D and Unreal Engine

- Strong programming skills in C#, C++, and Python

- Experience developing AR applications using ARKit and ARCore

- Knowledge of VR development using Oculus Rift, HTC Vive, and Windows Mixed Reality

- Familiarity with 3D modeling software such as Blender and Maya

- Solid understanding of computer graphics and shader programming

- Ability to collaborate with cross-functional teams to achieve project goals

- Excellent problem-solving and analytical skills

- Strong communication and interpersonal skills

Experience:

AR/VR Developer

ABC Tech Company, City, State

July 20XX - Present

- Design and develop cutting-edge AR/VR applications for mobile, desktop, and standalone devices.

- Collaborate with a team of designers and artists to create immersive environments and interactive simulations.

- Implement game mechanics and user interfaces using Unity3D and C#.

- Optimize and debug applications for performance and user experience.

- Research and experiment with new technologies to improve AR/VR development processes.

- Provide technical support and troubleshooting assistance to clients and end-users.

- Stay updated with industry trends and advancements in AR/VR technologies.

Software Developer Intern

XYZ Software Solutions, City, State

May 20XX - August 20XX

- Worked on a team of developers to design and implement software solutions for client projects.

- Developed and maintained web applications using Python and Django framework.

- Assisted in troubleshooting and resolving software defects.

- Collaborated with the QA team to perform thorough testing and validation of software releases.

- Participated in team meetings and code reviews to ensure best practices and standards were followed.

Projects:

- Created an AR app that allows users to visualize furniture in their real-world space.

- Developed a VR game that simulates different types of extreme weather conditions for training purposes.

- Designed and implemented an AR training application for medical professionals to practice surgical procedures.

- Contributed to an open-source VR project on GitHub, focusing on enhancing user interactions and improving performance.

Languages:

- English (Fluent)

- Spanish (Intermediate)

References:

Available upon request.