

## Michael L. Zuccarino

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**Objective** Looking to discover and implement state of the art realities.

**Projects** [github.com/mikezucc/augmented-reality-fighter-pygame](https://github.com/mikezucc/augmented-reality-fighter-pygame)  
Two player karate AR game using a checkerboard, OpenCV, and some linear algebra.

[github.com/mikezucc/pacvis-game1](https://github.com/mikezucc/pacvis-game1)  
Port attempt from karate python code to Objective-C++. Managed to derive enough code to manually project a cube into the world.

<https://webverse.xyz:3003/>  
Creating a VR-capable hangout space. Feature WebRTC voice chat and real time object model insertions. Built with A-Frame, Node, WebRTC, WebSockets, MongoDB.  
\* HTTPS only

[github.com/mikezucc/GVR-SceneKit/tree/mikezucc/tale-of-two-storyboards](https://github.com/mikezucc/GVR-SceneKit/tree/mikezucc/tale-of-two-storyboards)  
Attempting to combine Cardboard's eye transforms with that of the camera transform from iOS 11's ARKit SLAM to provide persistent-environment AR.

[medium.com/@mikezuccarino/gaze-760db581b556](https://medium.com/@mikezuccarino/gaze-760db581b556)  
Attempted to create a wearable akin to Google Glass, implementing retinal projection.

**Education** Electrical Engineering, 2012 - 2014 - UT Austin  
Computer Science, 2014 - 2015 - De Anza College

**Work** **TuneIn** \SWE, iOS\ 2016 - Present  
iOS developer for TuneIn, an online radio platform. Build master for millions of monthly active users. Handles critical SDK integrations, exploring new iOS APIs, forward thinking redesigns, and testing during transition from ObjectiveC to Swift. Continued extracurricular work on a UIKit for Linux Swift. Worked with C++ based audio engine.

**Xtra IQ, Inc.** \Product Engineer\ 2015 - 2016  
iOS and Platform engineer. Worked in ObjectiveC and Django Python with MySQL.

**Apps** **N°stalgia** Form your memories into a shareable video.  
**xiQ** Curated and tagged business news from thousands of sources in one place.  
**Dojo** Share anything to communities nearby and/or that share similar interests.  
**Bottle** Create and pass on messages, an experience completely within the Apple Watch.  
**Confidential BLE App** Advertising

**Languages** Proficiency in Swift, Objective-C  
Growing knowledge of C/C++, Python, Javascript, A-Frame (THREE)  
Experience with OpenCV, MATLAB, CAD, microcontrollers