



Miles Au

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Profile

🇨🇦 iOS Engineer born and raised in Toronto, Canada.

📱 Has independently released apps that utilize ARKit to the App Store.

🧊 Excited about AR and an opportunity to make a difference for AR devs around the world.

Portfolio

YouTube Video Playlist:

<https://www.youtube.com/playlist?list=PLUQm-VQnY5s3NSJ9fb-Z7EEKgkBDZSwEZO>

Website:

www.milesau.com

Skills

- Swift
- ARKit
- Xcode
- Blender
- Flutter
- Firebase
- Adobe Illustrator

Education

Bachelor of Business Administration
Class of 2016

Wilfrid Laurier University
Waterloo, Ontario, Canada

Work Experience

2020-2022 Trivago NV: iOS Engineer

- Aligned with Product and Design towards key company initiative by implementing standardized UI components, fonts, and colors, resulting in a faster and more consistent feature development experience
- Revitalized consistent knowledge sharing meetings and broadened topics to benefit the team's wider range of experience levels
- Aligned with Design to write Swift script that displays the current assets imported to the app to promote a cleaner asset library
- Actively tackled technical debt to update codebase with latest guidelines

2020-2020 Leg8cy: Flutter Developer

- Developed app MVP that included features such as authorization, media creation, and a media timeline to enable market testing
- Collaborated with the backend team to create a developer friendly API

Side Projects

Roomspace

Swift ARKit Blender

- An iOS app prototype that enables to realtors quickly stage their rooms virtually using Augmented Reality
- Designed multiple "rooms" of 3D modelled furniture using Blender to be remotely import as .scnz files into the app

SellAR / Clothing Ruler

Dart Flutter ARKit ARCore

- A mobile app that enables online clothing merchants to record the characteristics of their items
- Featured an Augmented Reality ruler for recording clothing measurements
- Was released on both iOS and Android

ARKit Flutter

Swift Flutter ARKit

- Contributor to the open source ARKit Flutter Plugin
- Added features:
 - Ability to perform hit tests
 - Receive updates to camera tracking state
 - Ability to load a model from outside the main bundle

ARLines Swift Package

Swift ARKit

- An open source Swift package offers a shortcut to drawing various types of lines in Augmented Reality using ARKit
- Includes an example app instructions in the .readme file