

# Caleb Simmons

*Senior AR/VR Developer*

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## Professional Summary

Senior AR/VR Developer with over 10 years of experience architecting immersive applications for enterprise training, simulation, and entertainment. Expert in Unity, C#, spatial computing, and AR/VR optimization for standalone and mobile devices.

## Skills

Unity, C#, ARKit/ARCore, Oculus/Quest SDK, OpenXR, Spatial Mapping, VR Training Simulation, Performance Optimization, Multiplayer XR, VFX Integration, CI/CD for XR Builds

## Experience

Senior AR/VR Developer - ImmersionEdge Labs (2018 - Present)

- Led architecture for VR simulation platforms used by Fortune 500 clients.
- Implemented spatial tracking, voice command systems, and multiplayer XR features.
- Mentored junior devs and standardized AR/VR pipelines for Unity and Unreal.

Lead XR Engineer - SimuVerse Technologies (2013 - 2018)

- Created high-fidelity AR apps with gesture recognition and real-world occlusion.
- Deployed enterprise solutions on Magic Leap, HoloLens, and Oculus Quest.

## Education

M.S. in Immersive Computing, Carnegie Mellon University, 2012