Amber Zhao

AR/VR Developer

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Professional Summary

AR/VR Developer with 6 years of experience building interactive AR and VR applications for education, gaming, and enterprise use. Strong in Unity, XR interaction toolkit, spatial UI design, and mobile/standalone deployment.

Skills

Unity, C#, AR Foundation, XR Interaction Toolkit, Oculus SDK, OpenXR, Scene Optimization, Spatial UI, Object Interaction, ARKit/ARCore, VRTK

Experience

AR/VR Developer - HoloWorks Studio (2020 - Present)

- Built multi-platform AR apps with plane detection and touch gestures.

- Developed VR training simulations using XR Toolkit and Oculus integration.

- Managed Unity asset pipelines and optimized render performance.

Interactive Developer - SimulateX Labs (2017 - 2020)

- Programmed gaze-based and controller-based interactions.

- Delivered cross-platform builds for Android, iOS, and Oculus Quest.

Education

B.S. in Game Design and Interactive Media, Rochester Institute of Technology, 2016