Henry Schaefer `software engineer + game developer`

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Software Engineer and Game Developer with 5 years experience in professional software development and independent game development. Proficient in C# and the Unity Game Engine with specialization in XR SDKs, UI/UX implementation, and gameplay programming.

Work Experience
vSpatial / 2018 – 2023

After an internship in 2017, begun working full time with a small group of developers on **"The Workspace of the Future"** - an immersive collaboration and productivity application for XR, web, and desktop devices. vspatial.com

/ UI + UX Implementation
Working closely with designers, developed core user experience systems.

- **"carousel"** Empowering users to interact, organize, and resize screens at a virtual desk.
- **"canopy"** Akin to a phone's homescreen or desktop interface, a dynamic collection of application icons both native and remote displayed above the user which can be "grabbed" and brought into the carousel.
- **"grid sphere"** A curved space above the user that minimizes screens for quick access.
- **"flat ui"** An optimized system for reducing ui-based mesh rebuilding in unity. Empowered our app to run on less powerful VR headsets like the (now deprecated) Oculus Go.

/ XR Input Systems
Developed key input systems for a unique (and unprecedented) XR environment including hand tracking and virtual keyboards.

- Developed a hand tracking stabilization algorithm to polish XR platform's default implementations allowing for precise & responsive hand tracking input with virtual screens.
- Developed various keyboard systems for positioning tracked keyboards in virtual space and handling input between XR devices, virtual devices, and desktop devices.

/ Live Service + Store Implementation
Worked with our networking engineer and designers to develop support for networked-based updates, one time feature purchases, and a paid subscription.

- Worked with our own networking API and the Oculus In App Purchase API to create a store interface, allowing users to browse and purchase one-time offers and subscription offers.

Projects
WONKWARE / 2018 – present

Independent game studio founded with illustrator Caleb Cutler.

/ Game Jams + Long Term Project
After meeting in a game development class in college, Caleb and I relocated to Portland, OR and begun developing games under the name WONKWARE. Frequently participating in the Portland Indie Game Squad's game jam events, we have developed a variety of 2D games focusing on satisfying game feel, accessible controls, and strong presentation. The more finished projects are available at wonkware.itch.io. We are currently working on an unannounced long term project.

Education
University of Utah / 2014 – 2018

B.S. in Computer Science with an emphasis in Entertainment Arts & Engineering.

Skills

C#	Photoshop
Unity	After Effects
Oculus SDK	Ableton
Visual Studio	