

Henry Schaefer software engineer

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Software Engineer with 5 years experience in professional software 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

Worked with a small team to develop “The Workspace of the Future” - a multiplatform collaboration and productivity application that enables users to interface with desktop computers in a VR-first environment.

/ UI + UX Implementation

Collaborated with designers to brainstorm and implement core user interfaces.

- “Carousel” empowered users to interact, resize, and organize screens around a virtual desk.
- “Canopy” empowered users to launch & suspend applications from their connected desktops.
- “Flat UI” optimized framework to fix issues with mesh-rebuilding and UI batching that allowed our app to run on lower end hardware like the Oculus Go.

/ XR Input Systems

Developed key input systems for a diverse XR environment including hand tracking and virtual keyboards

- Hand tracking stabilization algorithm to allow precise and responsive input with virtual screens.
- Positioning tracked keyboards in virtual space.
- Unifying keyboard and mouse input between headset, desktop, and virtual devices.

/ Live Service + Store Implementation

Collaborated with our networking engineer and designers to support network-based updates and offer a variety of premium features.

- Managed client-side Meta (Oculus) In App Purchase integration to support an evolving list of offers including one time, currency, and subscription purchases.
- Maintained an evolving storefront GUI populated with live data from our servers.

Game Development WONKWARE / 2018 – present

Frequently participating in game jams and working on longer term projects on our own time, I founded WONKWARE with illustrator Caleb Cutler in 2018. We participate frequently in game jams hosted by the Portland Indie Game Squad. We specialize in satisfying game feel, accessible controls, and artful presentation. A full portfolio of this work can be viewed at henryschaefer.io.

Education

University of Utah

2014 – 2018

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

Skills

/ Unity

XR SDKs (Meta, Vive, Pico)

Steam SDK

UI Systems

Physics

Shader Graph

NodeCanvas

/ Software

Visual Studio

Git

SourceTree

Jira

Trello