

Zain Nayer

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B.S, Chemical Biology, University of California, Berkeley, 2016

Experience

WeLens

Software Engineer

San Francisco, CA

January 2017 – November 2017

- Used Unity3D to rapidly develop features for the WeLens app, a VR video player for Android
- Created a VR experience for SeaWorld San Diego, which is used every day by attendees
- Updated UI/UX for the WeLens app, making it more conducive for users and clients

More Equal Studios

Co-Founder

Berkeley, CA

May 2016 – Current

- Oversaw development of a VR game with a 8 person team of developers, artists, and musicians
- Led marketing and fund raising efforts for PAX West convention, along with fan base outreach
- Directed program schedule to bring the game to various events in the Bay Area and beyond

Virtual Reality Alcohol Use Treatment

Technical Lead

Berkeley, CA

August 2016 – December 2016

- Provided guidance on how to use Unity3D, helping grow new developers
- Coordinated and delegated tasks to team of six developers, leading to the realization of the MVP
- Acted as point of contact for UX team, integrating their ideas into the project

United States Senate – Senator Harry Reid

Legal Intern

Washington, D.C.

June 2015 – August 2015

- Summarized political hearings ranging on subjects of immigration, economy, and healthcare
- Conducted research and wrote reports on topics such as federal land holdings and transportation
- Broke down complex issues to legal consultants to improve understanding for future legislation

UNSOM Surgery Research Laboratory

Laboratory Coordinator and Assistant

Henderson, NV

June 2013 – August 2014

- Directed double blind clinical study on effects of Juven on foot ulcers, bringing on 30 new subjects
- Interacted with patients and tested tissue samples, finishing jobs the primary investigator couldn't
- Created a database and documented each patient's recovery, as well as their next visitation

Projects

Project Aether

Upcoming virtual reality game where players can manipulate various elements to their will. The game utilizes machine learning based gesture tracking to allow for different abilities.

Website: <http://moreequalstudios.com/>

Virtual Reality Alcohol Use Treatment

Virtual reality treatment program that puts person into situations where they may choose to drink alcohol. Users are rewarded positively if they choose not to drink, to help reinforce positive behavior.

Skills

Programming: Python, SQL, C# (basic), R (basic)

Software: Unity3D, Git, Photoshop, Microsoft Office Suite, iPython (basic)

Operating Systems: Mac OSX, Microsoft Windows, Linux-Ubuntu (basic)