

Andre Smith

New York, NY

drenerdo@gmail.com

<http://www.drenerdo.com/>

Achievements

- Won 2nd place at the Lenovo hackathon
- Winning 1st place at Bernie Sander's hackathon was also featured on Reddit
- Featured on Techcrunch for building a VR Dance Party
- Featured on Techcrunch for a drone project
- Presented a mind control drone project at NYTM(New York Tech Meetup)

Skills

Unity3D, XCode, C#, ARKit, RealityKit, ARCore, MRTK, Hololens SDK, Lumin(MagicLeap SDK), Vuforia, WebXR, Oculus SDK, JIRA, Bamboo, Jenkins, Swift, ARFoundation, XR ToolKit, Photon Networking, Normcore, Spark AR, Lens Studio, Microsoft Volumetric Video SDK, Azure Cloud, Unity Networking

Experience

December 2021 - April 2022

Variable Technologies, Contract- *Unity Developer*

- Worked on volumetric video prototypes using Augmented Reality
- Used "Cinemachine" for in-game footage capture
- Created a volumetric video experience demo for tvOS(AppleTV)
- Collaborated with design and engineering teams to build projects from concept phase to production
- Helped maintain production code

May 2021 - October 2021

Emmersive Entertainment, Full-time- *Sr. Unity Developer*

- Created Holographic NFTs for Augmented Reality
- Developed NFT viewers for Looking Glass Holographic Display
- Helped maintain production code
- Used universal render pipeline and shader graph
- Worked on Metaverse prototypes using WebXR frameworks
- Worked on Volumetric Video Augmented Reality Prototypes
- Used "Cinemachine" for in-game footage capture
- Worked on all XR experiences using OpenXR

March 2021 - May 2021

Wormhole Labs, Remote - *WebGL Unity Developer(Contract)*

- Developed the web portal prototype using Unity WebGL
- Worked with the design team to implement UI elements
- Helped maintain production code
- Implemented Wormhole API for user account access

September 2020 - January 2021

Verizon, Remote – *Augmented Reality Software Engineer(Contract)*

- Used swift for native ARKit development
- Working on prototypes showcasing new design assets
- Helped maintain production code
- Used JIRA for task management and Jenkins for internal build deployment

June 2019 - June 2020

Lenovo, Raleigh North Carolina – *ThinkReality AR Developer*

- Worked on Utility applications for ThinkReality headset
- Created applications using unity3d
- Prototyped different concepts using the ThinkReality SDK and headset

Feb 2018 - March 2019

Centrex, New York, NY – *Lead VR Developer*

- Worked on core gameplay for VR games
- Created prototypes for XR devices like MagicLeap and Hololens
- Used unity3D for development

July 2018 - September 2018

Urban Playground, New York, NY – *Contract Augmented Reality Developer*

- Created a prototype version of a data visualizer for a real estate company
- Used the AR Foundation framework for AR development
- Used the Unity3D game engine for most of the development
- Created a game called Saving Party Island, presented at the Liberty Science Center in NJ. Implemented in Unity with a projector and IR sensor. Played by hundreds of children who thoroughly enjoyed the game.

Education

September 2011 - September 2012

Borough of Manhattan Community College (CUNY), New York, NY – *(Undergrad)*
Computer Science

Specialties:

Unity3D

C#

Swift

XCode

Javascript

XR Engine (WebXR Game Engine)

Revision Control:

- git
- github
- gitlab
- SourceTree
- Bitbucket

Operating Systems:

Windows

Mac OS X

Ubuntu

Linux

Frameworks:

- AR Foundation
- Lumin SDK
- Hololens SDK
- MRTK/XRTK
- Vuforia
- XRFoundation/XR Engine