

ANDRE SMITH

Software Engineer

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📍 New York, NY



EXPERIENCE

AR Developer

Lenovo

📅 06/2019 - 06/2020 📍 Raleigh, NC

- Worked on controller calibration application for the ThinkReality A6 device
- Worked on video recording feature for the AR camera app
- Worked on prototyping new concepts with the updated SDK
- Used Unity3D for development

VR Developer

Cemtrex VR

📅 02/2018 - 03/2019 📍 New York, NY

- Worked on the original prototype and core gameplay for "Ultra 85"
- Worked on core gameplay for "Starforce"
- Worked on a hand gesture tutorial for the "SmartDesk" product
- Prototype different projects for the MagicLeap, Hololens and mobile VR headsets
- Supported dev team on game play for Quazar VR ping pong game
- Used Unity3D for development

XR Developer

Deepbit Labs, LLC (Self-Employed)

📅 10/2018 - Ongoing

- Prototyping XR experiences
- Created prototypes/products for clients
- Created SkinCare VR simulator
- Used Unity3D for development

Freelance AR Developer

Urban Playground

📅 07/2018 - 09/2018 📍 New York, NY

- Worked on a prototype for a real estate augmented reality app that allows the user to scan a QRCode that presents data about the venue
- Used ARKit and ARCore
- Used Unity3D for development

VR Developer (Mobile)

VR Grocer Inc.

📅 07/2017 - 09/2017 📍 New York, NY

- Worked on a prototype for a VR shopping app for Gear VR
- Used Unity3D for development

ACHIEVEMENTS



Won 2nd place at internal Lenovo hackathon



Winning 1st place at Bernie Sander's Hackathon also featured on Reddit



Featured on Techcrunch for building a VRDanceParty



Presenting a mind control drone at NYTM (New York Tech Meetup)

TECHNOLOGIES

Unity3D

C#

ARKit/RealityKit

ARCore

MRTK

Hololens SDK

Lumin(MagicLeap SDK)

Vuforia

Oculus SDK

JIRA

Bamboo

Swift

Kotlin

WebXR

ARFoundation

Lens Studio

SparkAR

UnrealEngine

Photon Network Engine

AngularJS

PROTOTYPES

KnockOutVR

VR Beer Pong

EXPERIENCE

VR Developer (Freelance)

Learning World institute

📅 08/2015 - 03/2017 📍 Location

- Built a custom 360 video player using unity
- Built a custom web based 360 video player using ThreeJS
- Worked on a Virtual Reality movie theater simulation for the Latino film festival

EDUCATION

Computer Science

Borough Of Manhattan Community College

Computer Science / Info Systems

Information Technology High School

PROTOTYPES

VR Dance Party