

ANDRE SMITH

VR/AR Developer

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📍 New York, NY



EXPERIENCE

Freelance VR/AR Developer

Deepbit Labs, LLC

📅 10/2018 - Ongoing

- Created prototypes/products for clients

VR Developer

CentrexVR

📅 02/2018 - 03/2019

- Worked on the original prototype and core gameplay for "Ultra 85"
- Worked on core gameplay for "Starforce"
- Worked on the "SmartDesk" tutorial
- Supported other developers with developer tools and SDK's

AR Developer

Urban Playground

📅 07/2018 - 09/2018

- Worked on a prototype for a real estate augmented reality app that allows the user to scan a QRCode that presents data on the venue

Mobile VR Developer

VR Grocer Inc.

📅 07/2017 - 09/2017

- Worked on a prototype for a VR shopping app

VR Developer

Learning World Institute

📅 08/2015 - 03/2017

- Worked on a custom 360 video player using unity
- Worked on a VR movie theater app for the Latino film festival

TECHNOLOGIES

MagicLeapSDK

Hololens SDK

ARKit

ARCore

Unity

C#

Vuforia

Oculus SDK

SteamVR SDK

PROJECTS

Saving Party Island

KnockOutVR

VR Beer Pong

EDUCATION

Computer Science

[Borough Of Manhattan Community College](#)

Computer Science / Info Sys

[Information Technology High School](#)