Los Angeles, Ca
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SAMUEL TERRY

UNITY3D XR DEVELOPER

PROFESSIONAL SUMMARY

Experienced Unity3d Software Engineer with a passion for creating engaging mobile games and AR/VR experiences. A background in VFX, 3D art, animation, and game design, I bring innovative ideas and creative designs to every project. My strong problem-solving skills and adaptability allow me to effectively manage scope and work collaboratively with teams. I am a SCRUM certified professional who has successfully released over 25 titles to consumers and business solutions. With 10+ years of experience, I am ready to contribute my expertise and drive to deliver exceptional experiences for your company.

SKILLS

Lead Project Developer

Augmented Reality

Virtual Reality

Mixed Reality

Unity3d

Object Orientated Programming (OOP)

Problem-solving

Code Optimization

SCRUM

Agile Development

CI/CD

Communication

Soft Skills

Game Design

Lead VFX Developer

SDK

APIs

Jenkins

AWS

ARDK

VFX

3D Art

Animation

Bitbucket

Cloud Build

NReal Glasses

Oculus VR

Vive Pro

Slack

Snap Lens Studio

XCode

Quality Assurance (QA)

Jira/Atlassian

Photoshop

EMPLOYMENT HISTORY

JUN 2018 - DEC 2023

Software Engineer, Trigger XR, Los Angeles, Ca

Lead developer. Worked on over 20 fast-paced projects using dynamic workflows to bring innovative experiences to the consumer market as well as private projects for RnD to bring experiences to CES and other forward-thinking presentations.
- Implement and maintain software solutions to enhance the functionality and performance of our augmented and virtual reality platforms.
- Collaborate with cross-functional teams to ensure seamless integration of AR, VR, and XR technologies into software applications.
- Develop and implement efficient algorithms and data structures to optimize the performance of virtual reality applications and experiences.
- Conduct regular code reviews to ensure high-quality and efficient code implementation.
- Take the initiative to research and stay updated on the latest advancements and trends in AR, VR, and XR technologies, and propose innovative ideas and solutions to incorporate them into the software development process.
- Conduct thorough testing and debugging of software applications to identify and fix any issues or errors.

NOV 2017 - MAY 2018

AR Programmer, TVGla, Marina Del Rey, Ca

Provided AR consultation and development with Computer Vision frameworks. Worked with a small team to launch a 'Face Mask and Hats' experience similar to Snapchat lenses.
- Collaborated with the design team to create engaging and interactive augmented reality experiences.
- Collaborated with designers and artists to create realistic and visually appealing and optimized 3D models and textures for the AR experience.
- Implemented real-time face detection using OpenCV and Unity3d.
- Provided technical expertise in Computer Vision frameworks to enhance and optimize augmented reality experiences.
- Utilize machine learning algorithms to improve and enhance the accuracy of real-time face detection in augmented reality experiences.

MAY 2017 - SEP 2017

Unity3d Developer, VNTANA, Van Nuys, Ca

A hologram installation company that provides entertainment and interactive experiences for events. Developed a SpongeBob hologram prototype that was used at Super Bowl 2017 and a Dodger's Sparklet advertisement using the Kinect 2 SDK and VNTANA's proprietary hologram software.
- Extended Kinect 2 SDK in Unity3d to make a motion-based controller. Animated using blend shapes for face rigs.
- Collaborated with the design team to create immersive and interactive holographic experiences for events.
- Collaborated with cross-functional teams to prototype and develop interactive holographic experiences for events and marketing campaigns.
- Developed customized hologram effects using Unity3D and VNTANA's proprietary hologram software.
- Optimized hologram rendering performance by implementing occlusion culling techniques in Unity3D.
- Implemented real-time motion tracking using Unity3D and the Kinect 2 SDK to enhance interactive holographic experiences for events.
- Collaborated with the sales team to understand client requirements and provide technical expertise for custom hologram installations.

SKILLS

Maya

Kinect 2 SDK

3ds Max

GitHub

HTC Vive SDK

Trello

Google Cardboard

Illustrator

Mobile Games

Virtual Reality

Software Engineering

Software Solutions

Cross-functional Collaboration

Blender

LINKS

[Portfolio](#)

[LinkedIn](#)

EMPLOYMENT HISTORY

MAY 2016 - FEB 2017

Lead Game Artist, Tiny Castle/Modal VR, Glendale, Ca

Started as QA, but worked up to artist and game programmer as the company shifted to a VR startup. Continued to work up to Lead Artist and Developer to prototype tetherless VR experiences that were featured in Castle Park and 2Bit Circus.
Responsibility:
• Provided QA feedback for in-house and 3rd party contractors using Jira/Atlassian.
• Made 2D / 3D assets for Unity as well as integrated meshes from the Asset Store.
• Programmed Unity's Animator and Particle systems.
• Designed and 3d printed peripheral guns and housings for external hardware.
• Designed modular levels for tetherless VR platform.
• Collaborated with cross-functional teams including game designers and engineers to ensure cohesive and visually stunning game experiences.
• Managed and mentored a team of artists, providing guidance and feedback to ensure high-quality and cohesive visual design throughout the game development process.
• Managed the art production pipeline and ensured timely delivery of assets for game development.

FEB 2016 - MAY 2016

Contracted VR Developer, Technicolor, Culver City, Ca

Contracted to create an interactive VR experience based on a short film called Wonder Buffalo. Where the player experiences a photo realistic telling of story that then turns into a world of color and imagination using HTC Vive. The experience was featured at SXSW, indie film festivals, and VRLA.
Responsibility:
Designed, modeled, and rigged a 3d character based off of the main character in the short story.
Remeshed Photogrammetric point-data to optimized geometry.
Programmed interactive animations and a character controller using C#.
Extended the HTC Vive API in Unity to create movement teleporting controls.
Gave talks about the development process at VRLA.
• Collaborated with the film director and creative team to ensure the VR experience accurately represented the story and vision of Wonder Buffalo.
• Collaborated with the creative team to brainstorm and implement new ideas for the VR experience, ensuring that it aligns with the vision of the short film and enhances the overall storytelling
• Provided technical support for the VR experience at various film festivals and conferences.
• Managed the project timeline and ensured all deliverables were met on time
• Developed a collaborative workflow with the film director and creative team to ensure smooth communication and efficient progress on the VR experience development.

2016 - 2016

Lead Game Developer, CrossFaderVR, Manhattan Beach, Ca

A prototype Gear VR/Cardboard experience that allows DJ's from a third party app to create lobbies and custom visual experiences for guests from around the world.
• Extended the Cardboard SDK using C# to create a VR controller.
• Designed and programmed UI that interacted with Cardboard SDK.
• Used a sound-based plugin to create engaging visual effects.
• Created vertex shaders that reacted to the sound-based plugin.
• Pulled information from JSON to create custom lobbies based on user generated data.

2015 - 2016

Lead Artist/ Programmer, Fantasmo Studios AR, Santa Monica, Ca

A startup company that extended various Augmented Reality frameworks like, Metaio, Wikitude, and Vuforia to make AR/MR games. Contracted for 6 months to design various game types using AR frameworks with a small team. Wore multiple hats to provide 2d/ 3d art and high level programming.
Responsibility:
• Designed, created, rigged, and animated 3d characters.
• Programmed animation, character controls, and UI for gameplay using C#.
• Extended a 3d scanning feature provided by Metaio SDK for MR game content.
• Extended Markerless AR features from Wikitude SDK for AR gameplay content
• Illustrated and designed 2d posters and content for marketing.
• Collaborated with game designers and programmers to create gameplay mechanics and UI elements.

EDUCATION

JUN 2012 - AUG 2014

Bachelors of Science, Art Institute of California: Santa Monica, Santa Monica

Video Game Design and Development