

TECHNICAL SKILLS

Programming Languages: C#, HLSL, VBA, Java, SQL, HTML, CSS
VR Software Libraries: SteamVR, OculusVR, VRTK, OpenVR, GoogleVR
Software / Hardware: Unity 3D, Android Studio, Visual Studio, Arduino, Git

EXPERIENCE

Beach Day Studios | Portland, OR August 18 - Present
XR Developer, Interaction Designer

- Developing cross-compatible interaction mechanics using Unity 3D, C# and VRTK for vCoder, a VR application that teaches computer science principles. Currently HTC Vive and Oculus compatible.
- Optimizing vCoder application to hit 90+ FPS on mid-PC specs through lightmapping, occlusion culling, GPU instancing, physics culling, and using Unity's 'Profiler' and 'Frame Debugger' tools.
- Working in a 5-person remote team, and aiming for a Spring 2019 commercial release date.

Aperion Studios | Boston, MA July 17 - Present
Founder, XR Developer

- Developed 15+ VR projects using C# and Unity 3D across HTC Vive, Oculus and Cardboard platforms.
- Implemented clean, functional C# code and reusable systems to accelerate development timeline.
- Optimized GPU and CPU rendering of real-time scenes and VFX to push 90+ FPS on VR devices.
- Engineered a new method of immersive locomotion for desktop VR, which reduced VR sickness in 56 users by 97% when compared to using touchpad/joystick locomotion.

MyMove, LLC (Formerly Imagitas, LLC) | Waltham, MA June 16 - June 17
Research/Account Associate

- Developed and implemented 3 major self-service research tools using VBA which allowed internal staff to independently access corporate research and data reports. All tools are in use by staff in 2018.
- Delivered a 15+ deck used company-wide in 2018 that summarizes annual mover data and trends.
- Collaborated with upper management at both MyMove and Crate and Barrel to reconcile \$1M+ in invoices and 2+ years of project performance for multiple direct mail campaigns.

VR PROJECTS

vCoder | Vive, Oculus | <https://www.tejasvr.com/portfolio/vcoder/> Aug 18 - Present

- Developed interaction mechanics, including code-connecting systems, mechanical pointer systems, coded object systems, inventory systems, and all other user-to-object interactions. Used VRTK v3.20.
- Programmed scalable C# systems to enable universal interactions and easy-to-create scenarios.
- Created particle systems and modified highlight shaders to add visual feedback to user interactions.

The Fish Eater | Vive, Oculus | <http://tejasvr.com/portfolio/the-fish-eater/> Apr 18 - Present

- Designed volumetric audio, level design, and narrative to create a visceral horror VR experience.
- Approached photo-realism using advanced lighting, VFX, shader, and post-processing techniques.
- Optimized real-time scenes with over 1,500+ objects and 100+ lights for low-end PC hardware.

Pitch Master | Vive | <https://www.tejasvr.com/portfolio/pitch-master/> Apr 18 - Present

- Programmed C# code to dynamically load and convert existing PDF presentations into a VR canvas.
- Designed interactive UI to allow users to browse PC directories for specific files while in VR.
- Engineered social VR experiences to allow up to 10 users to share presentations and draw in VR.

Education

Udacity | VR Nanodegree, Advanced Unity 3D Programming, 360° Media Production Aug 17 - Present
Bentley University | Bachelor's Degree, Marketing, CIS, Entrepreneurship Aug 12 - May 16