

# Andre Smith

Atlanta, GA

[drenerdo@gmail.com](mailto:drenerdo@gmail.com)

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

## Achievements

- Published my mixed reality game “MysticMarbles” in the Meta Quest Store
- Winning 1st place at Bernie Sander’s hackathon was also featured on Reddit
- Won 2nd place at the Lenovo hackathon
- Featured on Techcrunch for building a VR Dance Party
- Featured on Techcrunch for a drone project
- Presented a **brainwave controlled** drone project at NYTM(New York Tech Meetup)
- Created a prototype for a jenga game using a brainwave headset called nextmind
- Published apps for pfizer in their internal app store using augmented reality technology

## Skills

**Game Engines & Frameworks:** Unity3D, XCode, Android Studio,

**Augmented & Virtual Reality SDKs:** Meta XR All-In-One SDK, ARFoundation, Vuforia, WebXR, AFrame, MRTK, VisionOS, RealityKit

**Programming & Scripting:** C#, .Net, Swift (VisionOS)

**Networking & Multiplayer:** Photon Networking, Normcore

**Cloud Services:** Amazon Web Services (S3, EC2)

**CI/CD Tools:** JIRA, Jenkins

**Platforms & Devices:** iOS, Android, Meta Quest, VisionOS, Hololens

**Volumetric Video SDK:** 4DViews, Microsoft Volumetric Video SDK

**AI/ML/CV Frameworks:** Tensorflow, OpenCV, OpenAI API

## Experience

February 2024 - June 2024

**Codvo.ai (Client Spark Gov), Contract, Remote- *Sr. Unity Developer***

- Supported the lead developer by implementing and troubleshooting the Vuforia framework.
- Developed object detection prototypes using OpenCV and YOLOv4.
- Created a object detection prototype using Tensorflow by using image training
- Collaborated with team in regards to using AI tools to automate training
- Used Vuforia CLI (Command Line Interface) tool for offline model target training

June 2022 - November 2023

**Pfizer, Contract, Remote- *Sr. Unity Developer***

- Lead development on all mixed reality projects
- Creating AR experience using Vuforia and ARFoundation
- Used Vuforia for Area targets
- Collaborated with management, design and engineering teams to build projects from concept phase to production
- Shipped AR app to internal App Store
- Supported production code maintenance
- Created environments in ENGAGEVR
- Implement OpenAI api in a XR prototype

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
- Installed necessary hardware updates for presentations
- Configured lens / devices for public demos
- Performed login tests and sanity checks

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
- Reality Kit
- Vision OS
- Vuforia
- XRFoundation/XR Engine