

# ANDRE SMITH

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## Summary

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Experienced XR/AR/VR developer with a strong background in immersive technologies, AI integration, and real-time interactive systems. Proficient in Unity, WebGL, ARKit, and computer vision tools like OpenCV and TensorFlow. Known for delivering innovative prototypes and scalable solutions across healthcare, enterprise, and entertainment sectors. Willing to relocate.

## Experience

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### Deepbit Labs

#### Freelance VR/AR Developer

10/2018 - Present

- Designed and developed responsive websites for business, ensuring seamless user experiences across devices
- Built virtual reality training simulators for a skincare company to enhance employee education and engagement
- Developed a conversational AI voicebot using visionOS and OpenAI to enable natural voice interactions in AR/VR environments
- Prototyped AR applications using small LLMs from Hugging Face to explore AI-driven augmented reality interactions
- Researched and experimented with DigitalTwin solutions NVIDIA Omniverse and Quest 3 for real-time virtual representations
- Created a multiplayer WebXR experience using A-Frame and WebRTC, enabling real-time interactions in immersive web environments
- Designed and built WebAR experiences using 8th Wall for businesses in the tourism industry, enhancing customer engagement through augmented reality
- Created interface in Java to access Quest 3 camera for barcode scanning
- Created a mixed reality training experience using ZXing on Quest 3

### Codvo.ai-Remote

Remote

#### Sr. Software Engineer

02/2024 - 06/2024

- 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

### Pfizer-Remote

Remote

#### Sr. Software Engineer

06/2022 - 11/2023

- Developed a AR brochure using Vuforia's image target solution showcasing information on different teams at Pfizer
- Lead all of the XR projects on the knowledge management team
- Also teach people about how the technology can improve productivity and make an impact in society
- Developed a XR prototype that used .Net to interface with a Python script to record hand tracking data and send to the robot to replicate
- Developed a chemical training simulation using WebGL
- Developed instrument using VisionOS and RealityKit

### Variable Technologies

#### Unity Developer (Contract)

12/2021 - 04/2022

- Developed volumetric video prototypes utilizing augmented reality for immersive experiences
- Created a volumetric video experience demo for tvOS (Apple TV), showcasing interactive media capabilities
- Collaborated with design and engineering teams to develop projects from concept to production
- Assisted in redesigning the app while maintaining and optimizing production code

### Emmersive Entertainment-Remote

Remote

#### Sr. Unity Developer

05/2021 - 10/2021

- Developed an NFT showcase app using ARFoundation for mobile and holographic displays
- Created a space cowboy-themed Web3 experience using XREngine
- Designed and developed experiences showcasing volumetric music videos access multiple platforms, including multiplayer mixed reality experiences

## Experience

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### Wormhole Labs

Remote

#### WebGL Developer

03/2021 - 05/2021

- Developed a web portal using Unity WebGL, enabling users to add and edit content
- Collaborated with the design team to implement and refine UI elements for an intuitive user experience
- Maintained and optimized production code to ensure stability and performance
- Integrated the Wormhole API for seamless user account access and authentication

### Verizon

Remote

#### Sr. iOS Developer

09/2020 - 01/2021

- 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

### Lenovo

Morrisville, NC

#### ThinkReality AR Developer

07/2019 - 06/2020

- Worked on Utility applications for ThinkReality headset
- Created applications using unity3d
- Prototyped different concepts using the ThinkReality SDK and headset
- Created a interface in java that will work with unity to access camera
- Created a interface in java for accessing bluetooth devices within unity

### Centrex Advanced Technologies

#### VR Developer

02/2018 - 03/2019

- Worked on the original prototype and core gameplay for "Ultra 85"
- Worked on the original prototype and core gameplay for "Star Force"

## Education

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High school diploma

High school diploma

## Skills

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VR Developer · Unity3D · Oculus SDK · ARKit · ARCore · Magic Leap Developer · Lumin SDK · Hololens SDK · C# · .NET Framework · APIs · Git · JavaScript · User Interface · Jira · Java · Software Development · AI · Unity