Carl Vitasa | Senior VR Engineer

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SUMMARY

Self-motivated 3D software engineer with excellent problem solving skills that enjoys working closely with designers and artists to bring concepts into reality.

SKILLS

Languages: C#, Blueprints Visual Scripting, Javascript.
Tools: Unity, Unreal Engine, Rider, Git, Confluence, Adobe Photoshop, Adobe Premiere Pro, Figma.

EXPERIENCE

Prisms of Reality
San Francisco, CA
Senior VR Engineer | Unity Developers Team — Sept 2022 - Present

- Coded interactive 3D mechanics for learning mathematical concepts (Matrices, Probability, Complex Numbers, and Logarithms) targeting the Quest 2.
- Enhanced older modules by implementing bug fixes and introducing new interactions.

Moth+Flame
Issaquah, WA
Senior VR Developer | VR Production Team — July 2020 - Sept 2022

- Collaborated with PMs, engineers, and researchers to ensure alignment on product strategy.
- Lead the core architecture of a suicide prevention training app utilizing speech recognition.
- Worked closely with artists and designers to ensure design specifications were met.
- Established OKRs with the dev team and conducted weekly progress meetings.
- Integrated multi-user capabilities for emergency aircraft training simulations.
- Deployed VR apps to multiple headsets: Quest 2, HP Reverb G2, Pico G2, and the VIVE Focus 3.

Magic Leap
Plantation, FL
Unity 3D Application Engineer | App Store Team — Nov 2018 - April 2020

- Re-engineered the mixed reality app store (70,000+ downloads) to amplify spatial design.
- Enhanced the browsing and searchability of applications in the store.
- Conducted user testing for onboarding consumers to new interaction paradigms.
- Designed and implemented spatial UI components in C# for Unity allowing for quick customization in the editor supporting fast iteration.

Unity 3D Developer | Digital Experience Team — Aug 2017 - Nov 2018

- Collaborated with 3D artists and designers to deliver high-quality interactive prototypes from concept to implementation and delivery.

Savannah College of Art and Design (SCAD)
Savannah, GA
Game Programmer | Collaborative Learning Center Group — Jan 2017 - March 2017

- Created a modular system to handle speech recognition, animations, audio, and events for a language learning VR app. Deployed on the HTC VIVE using the Unreal Engine.

ACHIEVEMENTS

VR Social Impact Award Finalist | VR Awards — July 2021
Best of Show and **Best 3D Game** | Entelechy — June 2017
Best Visual Design | Microsoft Design Expo — June 2016

EDUCATION

Savannah College of Art and Design
Savannah, GA
Bachelor of Fine Arts in Interactive Design and Game Development — June 2017