AMIR AHMADI
Mixed Reality Designer and Developer

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EXPERIENCE

Unity Developer | MAGIKAVRx | Savannah, GA | Feb 2023 – Aug 2023
- Adapting, recreating and optimizing existing projects for Meta Quest 2 that can run at 72 FPS.

XR Designer | 3M | Remote | Jun 2021 – Feb 2023
- Research, designed, and developed two projects with other designers and engineers, resulting in two new patents.
- In-depth research using Juran's Quality and Lextant research methods to ensure a possible AR/VR application can be a beneficial solution to save time and resources. Understanding systems, making stakeholders map, Product journey maps, identifying features and needs, and defining units to measure success were some of my main tasks.
- Consulting for debugging, platform/device selection, and optimization in writing C# code and shaders. Writing modular and reusable codes to help with rapid prototyping when testing different user interactions.
- Designed and developed AR/VR applications collaborating with designers, sales teams, and managers for a more substantial impact on customers. Primary, secondary, competitive, and contextual research, interviews, data analysis, ideation, wireframing, development, usability tests, and documentation were other tasks.

Game Developer | Blue Mammoth Games | Remote | Nov 2021 – May 2022
- Rapid prototyping using Unity 2D on the iOS platform and developing tools for artists to make changes in the build version on the phone to test and try different ideas to find the right feeling on various design components.
- Implementing 2D animation, physics, multiple character controllers, combat interactions, etc.

App Developer and Publisher | SCAD Museum | Savannah, GA | Jul 2021 – Oct 2021
- Developing and publishing "VoidX" on the iOS and Android platforms. A companion app for Ira Lombardia's art exhibitions in different museums such as "Paris Photo," "United Miami" and "SCAD Museum of Art."
- The app was downloaded more than 2 thousand times during the exhibitions.

Graduate Mentor | SCAD | Savannah, GA | Jan 2021 – May 2021
- Helping students mentally during Covid to get organized and overcome their problems to achieve their goals at SCAD.

Founder and Developer | Project Tango (Start-Up) | Savannah, GA | Sep 2018 – Dec 2019
- Developed a point cloud application that could work with Google Tango (ToF Depth sensor) or Intel real sense (stereo sensor) to capture, save, render (up to 7 million at once on Tango), and denoise point clouds all in real-time (20 FPS on Tango) at the same time with RGB values. Operations were done using compute shader to maximize optimization.

AR Developer Internship | ESRI | Redlands, CA | Jun 2017 – Sep 2017
- Developed AR applications using GIS data in Unity. HoloLens one and Tango were the platforms that I worked with.

EDUCATION

MFA | Interactive Design and Game Development | Savannah College of Art and Design | 2019 - 2022
BFA | Interactive Design and Game Development | Savannah College of Art and Design | 2015 - 2019

SKILLS

Technical Skills: Unity | Miro | Figma | C# | MRTK | Oculus SDK | ARKit | ARCore| Shadergraph | Shader programing | Compute shader | 3Ds Max | 3D Modeling | Rigging | 3D Animation | Lighting | Atmosphere | URP | HDRP | Unity UI | VFX Graph | PiXYZ Plugin | Graphic pipeline | Multi-threading | Git | Unity iOS | Unity Android | ARFoundation | Vuforia | Processing (Java) | Unity XR Interaction | Unity New Input System | Visual Studio | Xcode | Programming

Professional Skills: Problem solving | Communication | Mentoring | Teaching | Take and Give Feedback | Empathy | Presenter | Story telling | Curiosity | Open Minded | Adaptability | Task management | Note taking | Documenting | Scrum

Research & Design Skills: Juran's Quality | Lextant Research | Contextual Research | Human-Centered Design | Wireframing Affinity Diagram | Interview | Game Design | Game Mechanic | Gamification | Level Design

PATENTS | CERTIFICATION | AWARDS

- Two Design patents (3M)	2022	- Rookies Award Best Game by People	2019
- Lextant: Completion Certification	2022	- SCAD Scholarship	2019 & 2017
- Best Theme & Best Game SCAD Game Jam	2021 & 2019	- Architecture Project Award	2017
- Finalist Unity Student Award	2019	- Best Presentation ESRI Hackathon	2017

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SCADpro

- SCADpro is a collaborative class where students sign NDA and work on a project with a major company. Students from different majors have ten weeks to deliver research, prototype, process book, and presentation to the company's stakeholders. The stakeholders follow the process and give feedback and direction to students regularly.

MGM | VR Consultant | 2022
- Worked with both tech and research teams as a tech advisor.

Deloitte Digital | AR Developer | 2021
- Developed a real-time and interactable map application for Hololens 2 using Unity and MRTK in 2 weeks.

Trane | AR Developer | 2020
- Developed an AR app on iPad to showcase the final design by the industrial team and UX designers using Unity and AR foundation. The app was downloadable through TestFlight.

Deloitte Digital | Teacher Assistance - Researcher | 2020
- Helped the students with the research process, presentation, and team working skills.

Deloitte Digital | Tech Lead - Researcher | 2019
- Developed a VR social experience on HP Reverb using Unity HDRP with a team of artists and a sound designer.
- Developed an interactable 360 experience for mobile with a team of artists and a sound designer.
- Researched Tech to select the right VR platform, game engine, and VR headset.
- Helped the UX/Service research team identify problems, ideation, and solutions.
- Boosted the learning process for team members to learn Unity quickly by directing them to the right resources.

Samsung TTT | AR Developer | 2019
- Developed a HoloLens 1 application for Industrial designers to visualize and interact with their design in Lifesize.

JCB | AR Developer | 2018
- Developed an interactable ARCore application using Unity.

Google | Tech Lead - Researcher | 2017
- As the tech lead, managing the tasks and giving them to the team members was my main tasks. My other tasks as the tech lead were communication and working with the artist and UX researchers to develop the right features.
- Made an animation system to capture the phone's transforms and apply them to an object with keyframes.
- Came up with an ad-Hoc solution for detecting vertical surface detection to help with vertical AR designs. Vertical detection wasn't available at the time.

ESRI | AR Developer | 2016
- Developed a HoloLens 1 application to demonstrate the possible future AR maps visualization and interaction. Some main challenges were optimizing large-scale data and working with early HoloLens SDK in Unity.

PRESENTATION

- Presenting projects to companies' executives and higher managers.
- Deloitte Digital | SCADpro | Remote 2021
- Deloitte Digital | SCAD Museum & SCAD Ruskin Hall | Savannah, GA 2019
- Samsung TTT | SCAD Ruskin Hall | Savannah, GA 2019
- JCB | JCB US Headquarter | Savannah, GA 2018
- USSOCOM | Tampa, FL 2018
- Google | Headquarters |San Francisco, CA 2017

- Presenter and booth holder at different conferences.
- Savannah Geekend | Savannah, GA, 2018
- Siggraph | SCAD Booth | Los Angeles, CA 2017
- ESRI UC Conference | SCAD Booth | San Diego, CA 2017
- ESRI FedGIS | SCAD Booth | Washington, D.C 2017