

Joseph Lang

Unity XR Developer

Experienced Unity XR Developer with 10+ years in AR/VR, adept in project leadership and coding. Proven track record in delivering groundbreaking projects and optimizing workflows. Passionate mentor and active community contributor.

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Beacon, NY - Remote

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WORK EXPERIENCE

Engines Plugin Lead

Leia Inc

07/2019 - 03/2024

Light Up Life

Achievements/Tasks

- **Team Lead:** Led a team of 3 Unity plugin developers, driving project milestones and timelines.
- **Unity:** Added support for Post Processing, URP, & HDRP; created editor extensions for auto-tuning player settings.
- **Unreal:** Built release pipeline, added UE5 support.
- **Company Merger:** Led the technical aspect of a company merger by developing a versatile plugin compatible with both Windows and Android APIs.
- **Simplified Architecture:** Redesigned Unity plugin architecture, reducing complexity from 30+ to 8 classes, enhancing maintainability and performance.
- **Partner Relations:** Cultivated strong relationships with industry partners and the developer community, serving as the primary liaison.

Founder / Developer

Gamehearts LLC

07/2016 - 07/2019

Game and XR development

Clients / Achievements

- **Mahalo Digital:** Built AR Stamp Card for Dell Technologies World Expo in Las Vegas.
- **Valeo:** Successfully brought VR teleportation experience from technical demo with rough edges to polished presentation in 5 weeks.
- **Lucile Packard Children's Hospital:** Led teams of artists and voice actors to develop anesthesia stress reduction games. Featured in NBC and Super Bowl commercials.
- **Sonder:** Created cinematic pipeline tools for one of the first Unity animated short films.

Content Solutions Developer

Stanford University Dept. of Clinical Anatomy

10/2013 - 07/2016

Achievements/Tasks

- **Inside Rodin's Hands:** Created holographic art exhibit. Featured on Jazeera America.
- **Inside Human Body:** Created 4 interactive VR lectures.
- Ported IOS educational app to Windows, ZSpace, and Oculus.
- Led ongoing efforts to shift clinical anatomy content from textbooks to interactive digital media, including AR & VR.

SKILLS

Unity 3D

C#

C++

CICD

System Architecture

Team Leadership

UI / UX

Unreal

Prototyping

Client Relations

UML

AWARDS

Coyote Automobile Awards 2019: Techno Innovation 3rd Place - Valeo Voyager XR

Best Use Of IBM Watson 2018: Avatar Medic

Oculus Launchpad 2018 Winner: NeuroExplorer VR

Microsoft Holohacks 2016: 2nd Place - Connect 4

High Fidelity Hackathon 2016: 2nd Place - Attack/Titan

PERSONAL PROJECTS

Newburgh Armory Unity Center (07/2021 - Present)

- Teach game and VR development to middle schoolers in underserved community of Newburgh, NY

VR Conflict Resolution Tools (11/2018 - 07/2019)

- Longitudinal study with Mars Academy USA on conflict resolution VR training for people living and working in isolated environments

What I See (04/2018 - 10/2018)

- Developed VR empathy tool exploring body dysmorphia

SFVR, SVVR, XR Edu, VR Odyssey (06/2016 - 07/2019)

- Managed 20+ VR events in Bay Area

Blaze Of Trust Project (09/2016 - 09/2017)

- Lead VR developer, exploring vulnerability and trust with a mixture of virtual reality and interactive exercises

EDUCATION

Bachelors

DeVry University - Bachelor's Degree

07/2009 - 07/2012

Game and Simulation Programming