



Dayvid Jones

Unity 3D Full Stack Engineer of Games, Apps, VR & AR Development, Mobile & PC

 dayvid@dayvid.com

 <https://www.linkedin.com/in/dayvid/>

 <https://www.superherorobot.com/portfolio>

OBJECTIVE

Developer with 20+ years working in the tech industry. Started as an audio engineer for live audio events during the dot-com boom and grew into a skilled and experienced programmer. Honed skills and knowledge while working in the trenches on projects under strict deadlines and budgets. Able to pick up new technology and pivot fast. Managed and mentored developers in the workplace, taught at University, very knowledgeable in code practices (SOLID, IoC, OOP). Superstar communicator between artist, managers and developers. Wore many hats and started a laser focus on programming/developing/engineering 15 years ago. Don't let my diverse experience confuse you, my strongest skill is programming!

RELEVANT SKILLS

Unity	Dependency Injection	Unity VR (Meta, Steam, OpenVR)
C#	SOLID Principles	Photon (PUN2, Fusion, Chat)
XCode	AR (ARFoundation, ARCore)	Team Building
Inversion of Control (IoC)	AWS (Bucket, Cognito, DynamoDB)	Mentoring
Project Management	GIT	Mobile Development
Animation	UX (Development & Design)	Unity Game Services
Asynchronous Programming	Unit Test Development	Minestrone Soup

PROFESSIONAL EXPERIENCE

Tricky Fast, Leominster, MA

Senior Unity Developer, Project Manager, Client Relations, Feb 2017–Jun 2017 and Apr 2022–Present

- Contractor role working directly with clients, mentoring junior developers
- Developed projects from scratch based on clients goals
- Worked on old projects with legacy code
- Small and large teams
- VR and mobile games, multiplayer development, IAP, game play, game design, authentication

Groove Jones, Dallas, TX

Lead Unity Developer, Developer Manager, Mar 2021–Apr 2022

- Managed and mentored developers, set programming standards
- Helped to define project management practices
- Projects include networked VR mixed media experiences, AR and games
- Programmed and developed
- Built extensible and reusable systems
- Helped to bring characters to life using Unity's timeline and mask blending

Wormhole Labs, Venice Beach, CA

Senior Unity Developer, Sep 2019–Mar 2021

- Working on a shared and social augmented reality experience
- Integrated location based AR with Tweets, used Twitters Restful API to display tweets in AR space based on the location the Tweet was sent in the real world
- Developed shared AR experience using ARCore Cloud Anchors in real world location
- Developed system allowing developers to easily create linked AR experiences

Minicanvas, San Francisco, CA

CTO and Lead Unity Developer, Aug 2017–May 2018

- Managed and mentored developers, strategized with other leads for company goals
- Worked on a mobile app that teaches users how to draw
- Used OpenVC and Dlib to display AR visual aids for guiding and teaching users how to draw
- A/B testing

Age Of Learning, Glendale, CA

Unity Developer, Nov 2016–Feb 2017 and Jun 2017–Oct 2018

- Contracted to develop mobile educational game prototypes for testing
- Worked directly with education experts
- Created reusable and extensible code with quick turn around

Gazzaley Lab UCSF, San Francisco, CA

Unity Developer, Sep 2015–Sep 2016

- Developed games for PCs and mobile devices that improved cognitive and physiological functions
- Worked with Neuroscientist to build games used for testing efficacy of using games as therapies

Academy Of Art San Francisco, San Francisco, CA

Part Time Instructor, Feb 2010–May 2019

- Part time instructor teaching graduate students
- Taught OOP, VR, AR, programming, Unity, mobile development, UX, game design
- Judged student's thesis and progress
- Designed courses

Contractor, San Francisco Bay Area, CA

Sole contractor hired to work on variety of projects

- In between other jobs I often get contracted to work on shorter projects

- Projects include but not limited to VR, AR, location based, mobile, PC, Kinect, educational. These can be seen in my portfolio -> <https://www.superherorobot.com/portfolio>

More experience...

I have more experience than can fit in my resume. More of my experience can be found here...

- Clients include: MTV, AddictingGames, SparkTop.org, Schwab Learning, EA, Hasbro, TNT, TechTV, Stanford, UC Berkeley, Grace Cathedral, GreatSchools
- LinkedIn -> <https://www.linkedin.com/in/dayvid/>
- List of additional experience including games with millions of plays and work with industry leaders -> <https://www.superherorobot.com/portfolio/additional-work.html>
- Portfolio for showcased projects -> <https://www.superherorobot.com/portfolio>

EDUCATION

San Francisco State University, San Francisco, CA

Bachelor of Arts, Broadcast and Electronic Media with a Minor in Biology, graduated May 1998

Active Duty in the United States Coast Guard

Veteran of the armed services, honorably discharged in 1993